War in Europe

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German soldiers on the move.

1.0 Introduction

War in Europe is a division level simulation of World War II in the European Theater of Operations. The game is designed for two or three players, or may be played solitaire with one player controlling all sides. The three sides are the Axis (Germany and its allies), the Allies (France, the United Kingdom, and the United States), and the Soviet Union. In a two player game, one person would play the Axis while the other controlled the Allies and eventually the Soviet Union.

To play **War in Europe**, while in DOS type WW2, or type WW if you want to play without sound. The opening screen will appear and a portion of a speech by Winston Churchill will play. To abort listening to the speech, click on the mouse. The player will be offered four choices: Start a New Game, Load a Saved Game, Scenario Editor, or Quit to DOS.

1.1 Starting a New Game

If New Game is selected, the player then chooses the scenario, theatre, and how many players. There are eight different scenarios which begin at different points in the war, all of which are played until the end of the war (see Rule 32.0 for suggested victory conditions).

9/39 Poland	Fight the war from the beginning—the German invasion of Poland (Europe/West).
5/1940 France	Begin with the German invasion of France (Europe/West).
7/1941 Barbarossa	Start the game on the eve of the German invasion of Russia (Europe/West/East).
7/1942 Stalingrad/Africa	The German army is ready for what it hopes will be the knock out blow in Russia; the Allies begin their offensive in the Mediterranean (Europe/West/East)
7/1943 Kursk/Italy	German and Soviet armies clash on the Russian steppes; the Allies prepare to invade Italy (Europe/West/East).
6/2/1944 Overlord	The Allied assault on fortress Europe is finally ready; the Soviets are massed against the German Army Group Center (Europe/West).
6/4/1944 Army Center	The Soviets are massed against the German Army Group Center; the Allies hold a tentative beachhead in Normandy (Europe/East).
1945 Germany	The Allied army has advanced to the Rhine; the Soviet army has reached the outskirts of Warsaw and Budapest; the German army is poised for one final offensive in the West in what will be called the Battle of the Bulge (Europe).

Player Created Scenarios can also be selected by pressing the Player Scenario button. Select a Player Created Scenario from the list and then press the Accept button when you are ready to start the scenario. For more information about Creating Player Scenarios with the Scenario Editor, enter the Scenario Editor and press Help to read the on-line refer to the Scenario Editor instructions.

By selecting Europe, West, or East the player determines which theatre(s) the game will encompass. If Europe is selected, play will include the entire European theatre of operations, using the whole mapboard. If West is chosen, the game is between the Axis and Allied players. The Axis player is required to send a certain number of divisions to the East by 7/41, and after that a set amount of German Production is automatically used for the East. Axis Political Points are adjusted according to set historical events in the East. Play cannot enter the Soviet Union or Finland.

If East is selected, the game is between the Axis and Soviet players Axis production is omitted. Instead, the Axis player gets a set amount of historical reinforcements every turn. Game play is limited to all F, G, and H hexes of the mapboard, except for hexes in Norway, Sweden, or Turkey. This includes all of the U.S.S.R., Finland, the Baltic States, eastern Poland, and parts of Poland, Germany, Hungary, and Rumania.

Once you have made your selections, click on the Accept button. Next a screen will appear allowing you to select which optional rules you wish to play by. After making your choices, click on the Accept button and the game will begin.

1.2 Scenario Editor

The Scenario Editor allows you to create your own new scenarios by editing one of the eight included scenarios or another player created scenario. The Scenario Editor does not edit games in progress. The player can create new ground units, associate them with different nationalities, and add new production options. The naval, air, and ground forces can all be edited, as can reinforcements, production centers, and strategic assets. The political status of countries, colonies, and territories can be changed. The new player created scenarios keep the label of their parent scenario, but are also labeled Player Altered Scenarios in the About

window (select about after clicking on the Game button).

To use the Scenario Editor, click on the Scenario Editor button on the opening menu. Separate on-line documentation is provided when using the Scenario Editor—simply press Help while in the Scenario Editor to read the instructions. We strongly recommend you read the complete instructions for the Scenario Editor before making any edits.

2.0 The Mapboard

2.1 Zooming Around the Mapboard: x12, x6, x3, and Map buttons

There are four different levels of viewing the mapboard: x12, x6, x3, or Map. Map is the closest view of the mapboard, and displays 10 by 12 hexes. The other three viewing levels show a larger section of the map but in less detail. The x12 shows almost the entire map, twelve times the dimensions of Map, while x6 and x3 show, respectively, six and three times the dimensions of Map. To switch between these different zoom levels, press the corresponding button: x12, x6, x3, and Map. When viewing the mapboard at a zoom level, the corresponding button will be depressed. While in x12, x6, and x3 you can zoom directly in on any hex, simply by clicking on that spot on the mapboard.

2.2 Scrolling Around the Mapboard

While in x6, x3, or Map level, you can scroll around the mapboard. Simply click on the arrow (at the top right of the screen) which points in the direction you wish to scroll, or, while in Map level, move your mouse to the edge of the screen and the computer will scroll the map in that direction Also, while in Map level, if you click on a hex at the edge of the screen, the screen will center on that hex.

2.3 Locate Button

Another way to move around the map, is to press the 'Locate' button. A window entitled Map Locator will appear displaying a miniature picture of the entire mapboard. The Map Locator draws a rectangle around where you are on the mapboard. Further, you may instantly center on any point of the map by clicking on the corresponding point of the Map Locator's miniature map. Like most windows, the map locator can be dragged around the screen by clicking onto the colored bar at the top of the window, and dragging the mouse across the screen while holding down the mouse button.

2.4 Display Button

If you click on the Display button, you will be presented with seven options: Terrain Mode, Control Mode, Climate Mode, Air Range, Country Names, Auto Scroll, and Confirm Done.

The first three options—Terrain Mode, Control Mode and Climate Mode—are the three different modes the mapboard can be viewed in. A check mark will appear next to the mode you are currently in. If you wish to change viewing modes, simply click on the other viewing mode. Terrain Mode displays the terrain of the map. Rough terrain is represented as gray, mountains as brown, forest as green, swamp as a green/gray pattern, clear as white, broken as white with black dots, and water hexes as light blue (frozen water is dark blue). Control mode does not represent terrain, but rather who controls a hex and its supply status. Axis owned and supplied hexes are represented as gray and unsupplied hexes as brown, Allied supplied hexes as green and unsupplied as dark green, Soviet supplied hexes as red and unsupplied as orange, and neutral hexes as white. When playing with the Fog of War option, Fogged and Partially Fogged hexes will be colored yellow in Control Mode. Climate Mode represents the climate of the hex, showing Arid climate hexes as yellow, Moderate as white, Severe as light gray, and Arctic as blue.

When Air Range is checked the computer will graphically display the borders of Axis air range in black, Allied air range in bright gray, and Russian air range in orange. The Air Range window allows the player to display air ranges for all sides or just one side as well as show air ranges from both minor and major supplied hexes or only major supplied hexes. Note, air range is 12 hexes for Axis and Allied player and 6 hexes for the Russian player.

When Country Names is checked the names of most Countries, Territories, and Islands will be displayed on the map.

When Auto Scroll is checked and the mouse is placed at the edge of the screen while in Map level, the mapboard will scroll automatically in the direction of the screen edge until the mouse is removed from the screen edge.

When Confirm Done is checked the computer will automatically display the Confirm Done window whenever the player ends a phase by pressing the Done button or ends the player turn by selecting End Turn. The player will then have the chance to cancel ending the phase or turn, or confirm the command.

2.5 Hex Display Window

To view the characteristics of a particular hex, including what units are stationed there, go into Map level, and click the right mouse button on the hex you wish to learn more about. A window will appear describing the hex in detail, and listing any units in the hex. Whenever you are in Map level you can almost always view a hex in this manner, even in the midst of movement or combat. Click on the Orders button to give the hex Retreat Orders (see Rule 13.11 Retreats, for more detail).

Click on any friendly unit listed in the Hex Display, and a Unit Display Window will appear, listing the status of the unit and any orders it has been given. Click on the Name button to give the unit a nickname that will appear in the Unit Display window. Click on the Clear Go To button to clear any hex destinations given for automatic movement or automatic rail movement.

2.6 Reinforcement Screen

Click on the Rein (Reinforcement) button to go to the Reinforcement Screen. A large calendar is displayed, with each box representing a Strategic Cycle (4 turns), and each row of boxes representing a year. The color of the box indicates the season for that cycle: blue, gray, and white representing snow, mud and clear seasons, respectively. Boxes that are half gray and half white represent cycles in which two game turns are mud, and two are clear A button inside a box indicates that reinforcements are due on that cycle. (For the Allied player this is only an approximation— the course of the U-boat War will determine exactly when non-French Allied reinforcements are received.)

Many cycle boxes contain additional information. German cycle boxes will indicate the German Production Multiplier for that cycle (PM) and the Interceptor Percentage for assigning interceptors against Allied strategic bombing. Allied cycle boxes will indicate the current Escort Range (ER). Soviet cycle boxes will indicate the Personnel Multiplier (P) and Arms Multiplier (A) for that cycle.

For the Allied and Axis Player there will be a chart at the bottom of the screen listing how many infantry replacement points (IRs) and mechanized replacement points (MRs) the player has in each front. After reinforcement phase and before combat phase, arrow buttons will appear next to the IRs and MRs, and the player may transfer IRs and MRs between fronts. Click on the Down button to remove an IR or MR from a particular front, and the IR or MR will be added to the Unassigned box. To add replacement points to a front, simply click on the Up button next to that front, and replacement points will be added and taken from the unassigned box.

For the Soviet Player at the bottom of the screen there is a list of permanent production centers in Siberia, and a dialog box that lists all the Soviet Units currently in Siberia.

The Allied and Soviet Players also have a Partisan button at the bottom of their Reinforcement Screens. Click on this button for information about the Allied or Soviet Partisan effort and capabilities. (See the rules on Partisans for further explanation).

2.7 Air Screen

Click on the Air button to display your air assets and view their assignments by front. (See Air War for an explanation of the different air assignments.) Click on the button Combat Results in order to view the results from the last joint air war. Click on the Fronts button to view the different air fronts.

2.8 Navy Screen

Click on the Navy button to access the Navy Screen. The Navy Screen displays a map of the different seas. Under the name of each sea, all the navies that can operate in that sea are listed. Additionally, all the active navies and a list of their fleets are displayed in two windows in the upper left and lower left corners of the screen.

The Axis player has an additional radio button displayed on the Naval Screen— the High Seas Supply button. By clicking on the radio button, the Axis player indicates he wishes to trace supply through the High Seas and into Axis High Sea port hexes. This will require the use of a Transport and Surface fleet each turn it is in effect, and expose the Transport and Surface Fleet to a possible attrition once each game turn. See Rule 11.10.

The Axis player also has the German Surface Fleet button during Sea Movement Phase. The Axis player may assign German surface fleets to defend naval movement by clicking on the German Surface Fleets button. Up to six fleets may be assigned, assuming there are that many available. Upon assigning the surface fleets, the German surface fleets are exposed to attrition, losing 1-6 surface fleets (but no more than were assigned). The losses are not experienced until the end of sea movement phase—all the German surface fleets assigned defend naval movement in the High Seas for that turn. For every surface fleet defending there is a 1/6-less chance the unit and transport fleet will be eliminated. Thus, if there are 6 surface fleets, no units will suffer attrition. See Rule 11.8.

The Allied player has an additional button, Horn, which allows him to view which units are traveling around the Horn of Africa, to and from Suez. To reverse the direction of a particular unit, click on it and it will change its course. See Rule 11.13.

2.9 Political Screen

Access the Political Screen by clicking on the Polit (political) button. At the top of the screen the current Axis Political Point total is displayed. Every country, and most territories/ colonies are listed, as well as their current status (Neutral, Pro-Axis, Pro-Allied, Axis, Allied, Occupied, Liberated, or what country controls them in the case of colonies). Allied countries are highlighted in blue, while Axis countries are highlighted in gray.

To declare war on a neutral country, click on the Declare War button , and then click on the country you wish to attack. To review recent political and military events, click on the News button, and a newspaper with headlines of all the developments in the game will be displayed. You can view the rules on any particular country by clicking on that country, and Help will open the appropriate section of the rules.

2.10 Game Button

Click on the Game Button to access the following commands: Save Game , Load Game, Quit Game, Edit Game, Sound/Music, Find Unit, Inventory, Supply, Air Range, Review Turn, Retreat Orders, Change Password, End Turn, and About.

Save Game allows the player to save a game in progress in one of ten saved game slots in the Games subdirectory, or in a new directory with another ten saved game slots.

Quit Game returns the player to DOS (or Windows). Load Game loads a previously saved game. (Games can also be saved and exited from the display screen at the beginning of a player turn or cycle.)

Edit Game is a "cheat" function provided for the players' convenience and is not part of the rules. A window will appear with four buttons, allowing the player to Edit a Hex, Add Units, Delete Units, or Edit Units.

To Edit a Hex, depress the Edit Hex button, and then click on the hex you wish to edit and a window will appear giving you options to change the owner, rail status, rail gauge, port damage, or port transport damage of a hex.

To Delete Units from a hex, depress the Delete Unit button, and then click on the hex and select which units to delete.

To Add Units to a hex, depress the Add Unit button. The window will show what type and nationality of unit will be added. To change the type or nationality of the unit to be added, click on the appropriately labeled button. Once you are happy with what unit will be added, click on the hex and the unit will be placed there. To edit counters already on the mapboard, depress the Edit Units button. Click on the hex the counters are in, and then select which counter to edit. The radio buttons allow you to change whether a unit is in supply or entrained, or has fought, moved, force marched, transported, amphibious assaulted, or air assaulted that turn. You can also change how many movement points a unit has for that phase, the production status of production centers, how many turns off-line a Strategic Base, Arms Center, Training Center, or Fortress is, and which sides of a Fortress are active. Any edits made are recorded and can be viewed by the player or opposing player by selecting Review Turn. Further, when playing two or three player games, the opposing players' passwords must be entered before the computer allows a player to use Edit Game.

Sound/Music allows the player to turn the Sound and Music on or off and to adjust the volume for the Music. (Note: Sound and Music are only available if you have started the game by entering WW2; a game begun with WW does not have any Sound or Music capability). Shutting off Sound will stop the sound effects during combat; shutting off Music will stop the playing of music during the game.

Inventory provides a listing of the Axis, Russian, or Allied troops. The Scope of the search can be restricted to either the entire mapboard (the default scope), any individual country or territory, or any front, by clicking the Change Scope button. When selecting a country for Scope, note that the other countries and territories that can be selected are never included in that Scope. For example, East Poland is not in the Scope of Poland, Bessarabia is not in the Scope of Rumania, Corsica is not in France, nor Sardinia in Italy. Click on the print button to print the inventory list to an attached printer (do not forget to turn your printer on first). It might take a few seconds before the list is printed, but continue about your turn in the meantime.

The Supply option can only be used during the Combat Phase, and it allows the attacking player to recalculate supply at any time simply by selecting it.

The Air Range option allows the phasing player to recalculate air ranges. The computer automatically calculates air range at the beginning of each player turn. Normally, this will be enough. However the phasing player may some times find it useful to recalculate air ranges and he may do so at any time.

Find Unit allows the player to find the next unit of any type and nationality. Change the nationality or unit type by clicking on the Country and Unit buttons. Press the Find button and

the computer will center the map on the next hex containing the unit selected, and open a Hex Display Window. When playing with the Fog of War option, only friendly units can be found

Review Turn opens a window presenting the player with three choices:

Review Notices, Review Combat/Edits, and Review Air Combat. Review Notices allows the player to view notices that have been shown during the last game turn. When playing a two or three player game, notices from the other players' previous player turns will automatically be shown at the beginning of each player turn. Review Combat/Edits will center the map on the battles that occurred during the previous player turns, and a notice will appear telling the results of the battle. Ground combat, port suppression, naval combat, air interdictions, air and amphibious assaults, and map edits using Edit Map are all shown. Review Air Combat will show the previous air combat results.

Retreat Orders allows the player to set the retreat orders for a particular front. A player can order Always Retreat, Normal Retreats, or No Retreats. Always Retreat means that defending units reduced to Battle Groups will always choose to retreat if possible and that defending units will never choose elimination rather than accept a retreat result. No Retreats mean that defending units exposed to a retreat result will instead accept a defender eliminated result in order to hold the hex (assuming at least one unit will form a battle group). Further, defending units that are eliminated and form battle groups will not retreat from the defending hex. Normal Retreats mean that defending units will retreat rather than face elimination, and that defending units reduced to battle groups might retreat depending on the computer's determination of the threat of overrun or break-out during mechanized movement phase (see Rule 13.11 Retreats, for how the computer makes this determination). Once selected, orders are issued to all hexes in the front and any new hexes taken will be set to the default. Hexes can be given individual retreat orders, separate from the General Order for the front, by clicking the Orders button in the Hex Display window.

Change Password allows the player to select a new password, and only works in games with two or three players. The password is used to access the player's turn. Also, to use the Edit Game function the player must enter opposing players' passwords.

End Turn will end the current player turn, skipping any remaining phases. When ending a turn the computer will first check to see if all amphibious and air assaults have been resolved, if any units are overstacked, and if all units that performed air assault are in supply.

The About option displays information about the current game being played and about the program **War in Europe**. A window will list the current game Scenario and number of players, the **War in Europe** version number, and how much free memory (RAM) your computer has available. Click on the Options button to view the optional rules you have selected for the current game. Click on the More button to view game credits.

2.11 Help Button

Click on the Help button to access these instructions and rules. The section of the rules pertinent to where you are in the game will be displayed. To see other portions of the instructions, click on the Go To button and select the section you want to view. You can scroll through the rules by clicking on the up or down arrows on the scroll bar, or by pressing the Page Up or Page Down keys on the keyboard. The Search button allows you to search Help for specific words. The word search is not case sensitive—it does not matter whether letters are capitalized. If the word is found the computer will center the page on the line the word is in. To find the next occurrence of the word , just hit the carriage return or click on the accept button. Word search options allow you to choose whole words matches only and whether to start from the beginning of the file or where you are now. The on-line rules are located in the WIE source directory as the file RULES.TXT, and can also be viewed or printed with any text editor/word processor.

2.12 Done Button

Click on the Done button to end a phase or to exit browse mode. (Note: To end a player turn and skip the remaining phases, click on the Game button and select End Turn.)

2.13 Hexes

The mapboard covers Europe and North Africa, and is divided into over 18,000 hexagons (hexes). Each hex is equivalent to 33 kilometers or 20 miles in distance. Rail lines are shown on the map as black lines, solid if functioning, and dotted if cut. Rivers are represented as thick blue lines bordering hexes (dotted if frozen). National borders are very thick red lines between hexes. Cities are represented as black dots in the center of a hex, with the name appearing beside them. Capitals are a large black dot with a circle around it. Minor ports are represented by an anchor, and major ports an anchor with a circle around it.

Hexes are owned by the last player to have entered the hex with a ground unit or by the last player to have Occupied the country, territory, or island (see 24.1, Political Status of Countries). To view graphically which hexes are controlled by which side, click on the Display button and select Control Mode. You may also see who owns a particular hex by clicking the right mouse button on that hex, and a window will appear giving you information on the hex, including who owns it. When playing with the Fog of War option, Fogged and Partially Fogged hexes will be colored yellow in Control Mode.

2.14 Unit Type and Size

Units are represented on the mapboard by counters placed in hexes.

Units vary in size, though most units are division level. Combat units have five different sizes: Corps (xxx), Division (xx), Brigade (x), Regiment (iii), or Battle Group (ii).

Corps and Divisions with a combat factor of four or more form Battle Groups instead of being eliminated during combat or forced marches.

Most units have two numbers, separated by a dash. The first number is the combat factor, representing the unit's unmodified attack and defense strength. If the first number is in parentheses, then the unit has no attack strength, and the number in parentheses represents the defense strength. If the second number is in parentheses, then the first number is the attack strength, and the second the defense strength. The last number represents the unit's unmodified movement allowance. Thus a 4-5 unit has a combat factor (both attack and defense) of 4, and movement allowance of 5. A 10(1)10 unit has an attack strength of 10, a defense strength of 1, and a movement allowance of 10.

The vast majority of units in **War in Europe** are combat units. There are different types of combat units: Armor, Mechanized Infantry, Infantry, Motorized Infantry, Mountain,

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NOTES:

ZOC =   Non-Mech (i.e., ZOC extends into all terrain).

          No ZOC—not even in its own hex.

          Mechanized (i.e., ZOC does not extend into rough, mountain, or swamp terrain).

Anti-Tanks=   Mechanized—Halved when attacking.

1. Such as the Maginot Line.

2. Same as Infantry but only costs 1 MP for Rough and 2 MP for Mountain terrain.

3. Non-Mech—except for Allied Motorized Paratroopers which are affected as if Mechanized.

4. Non-Mech—except for Allied Motorized Paratroopers which are affected as if Mechanized.

5. Non-Mech for Partisan Divisions (i.e., ZOC extends into all terrain), but Partisan cadres have no ZOC, and Partisan units only have ZOC in their own hex if not occupied by enemy combat units.

6. 1 MP per hex—restricted to rail line.

	UNIT TYPE	MOVEMENT COST	SEASON & CLIMATE'S EFFECT ON MOVEMENT	MOVEMENT	SEASON & CLIMATE'S EFFECT ON COMBAT	ANTI-TANKS	ZOC
⊠	Air Landing	Non-Mech	Non-Mech	Initial & Air Phases	Non-Mech	No effect	Non-Mech
▲	Anti-Tank	Mechanized	Mechanized	Only during Mech Phase	Mechanized	N/A	None
⬭	Armor	Mechanized	Mechanized	Initial & Mech Phases	Mechanized	Halved	Mechanized
▢	Arms Center	N/A	N/A	Rail Movement Phase only	N/A	N/A	No ZOC
•	Artillery	Mechanized	Mechanized	Only during Mech Phase	Non-Mech	No effect	No ZOC
⬚	Cavalry	Non-Mech	Non-Mech	Initial & Mech Phases	Non-Mech	No effect	Non-Mech
☼	Fortification	N/A	N/A	N/A	N/A	N/A	No ZOC
☼	Fortified Div.	N/A	N/A	N/A	N/A	N/A	No ZOC
▢	Fortress[1]	N/A	N/A	N/A	N/A	N/A	No ZOC
⊠	Infantry	Non-Mech	Non-Mech	Initial movement only	Non-Mech	No effect	Non-Mech
⊠	Mech Infantry	Mechanized [2]	Mechanized	Initial & Mech Phases	Mechanized	No effect	Mechanized
◑	Mobile Supply	Mechanized	Mechanized	Initial & Mech Phases	Non-Mech	N/A	No ZOC
⊠	Motorized	Mechanized	Mechanized	Initial Movement Phase	Non-Mech	No effect	Non-Mech
⊠	Mountain	Special	Non-Mech	Initial Movement Phase	Non-Mech	No effect	Non-Mech
⌒	Paratrooper	Non-Mech[3]	Non-Mech[4]	Initial & Air Phases	Non-Mech	No effect	Non-Mech
P	Partisans	Non-Mech	Non-Mech	Initial Movement Phase	Non-Mech	No effect	Non-Mech[5]
RR	Railroad Repair	Special[6]	Mechanized	Initial Movement Phase	N/A	N/A	No ZOC
⟋	Strategic AFB	N/A	N/A	N/A	N/A	N/A	No ZOC
▲	Training Center	N/A	N/A	Rail Phase only	Non-Mech	N/A	No ZOC

Paratroopers, Air Landing, Cavalry, Artillery, Anti-tank, and Partisans. Non-combat support units include Mobile Supply (MSU), Railroad Repair (RR), and Fortified units, Arms and Training Centers, Strategic Air Force Bases, Fortifications, and Fortresses.

A distinction is made between Mechanized units—a general term including several types of units including armor and mechanized infantry—and Non-Mechanized units—such as Infantry and Cavalry units. Units which have a movement factor of ten are Motorized—such as Motorized Infantry and Artillery— and these units share characteristics of Mechanized and Non-Mechanized units. Which general category a unit is classified in will determine (1) the movement cost for different types of terrain, (2) the effect of season and climate on movement, (3) during which movement phases a unit may move, (4) the effect of season and climate on combat, (5) whether halved when attacking anti-tank units, and (6) whether Zone of Control extends into certain hexes. However, many units share characteristics of Mechanized and Non-Mechanized units. The following is meant to clarify how to classify each type of unit in each situation. Note that all units that can move during Initial and Mechanized Movement can also move during Sea and Rail Movement phases.

Mechanized Replacement Points (MRs) can be used to bring Armor, Mechanized-Infantry, and Artillery battle groups up to full strength divisions. All other battle groups may be brought to full strength divisions with Infantry Replacement Points (IRs). The one exception to this is the 2-10 German Motorized Infantry battle group which requires a MR to form a 7-10 motorized division.

3.0 Sequence of Play

War in Europe is played in Game Turns representing a week of real time. A Game Turn has three Player Turns: Axis Turn, Allied Turn, and Russian Turn. Each Player Turn is divided into eight phases: Reinforcement Phase, Initial Movement Phase, Rail Movement Phase, Sea Movement Phase, Air Movement Phase, Combat Phase, Mechanized Movement Phase, and Air-Interdiction Phase. After completing a phase, click on the Done button to proceed to the next phase. To end a player turn and skip the remaining phases, click on the Game button and select End Turn.

When playing Solitaire, before each Game Turn there is Joint Tactical Air War, in which each side allocates air points to missions, and air combat is resolved. If any player has Air Points in Air-Sea, then Port Suppression is conducted.

If playing with two or three players, Joint Tactical Air War is broken up so that each player may assign his Air Points at the end of their own Player Turn. The air assignments take effect the next Game Turn. Air Combat is resolved at the beginning of the Axis Player Turn. Port Suppression is conducted as part of each Player Turn as the first phase.

Four game turns make up a cycle, with thirteen cycles in a year. At the beginning of every cycle, players receive reinforcements, Germans and Russians engage in production, and U-boat War and Strategic Air War are resolved.

Dates in **War in Europe** are given as cycle/turn/year. Thus, 13/2/43 is the second game turn in the thirteenth cycle of 1943. The sequence of play for a full cycle looks like this for Solitaire Play:

Strategic Cycle:
- Russian Production
- U-boat War
- Allied Reinforcements and Strategic Air War Assignments
- German Production and Strategic Air War Assignments
- Strategic Air War Resolution

4 Game Turns:
- Joint Air War
- Axis Air Allocation
- Allied Air Allocation
- Soviet Air Allocation
- Air War Resolution
- Port Suppression

Axis Player Turn
    Reinforcement Phase
    Initial Movement Phase
    Rail Movement Phase
    Sea Movement Phase
    Air Movement Phase
    Combat Phase
    Mechanized Movement Phase
    Air Interdiction Phase
Allied Player Turn
    (same phases as in Axis Player Turn)
Soviet Player Turn
    (same phases as in Axis Player Turn)
The sequence of play for a full cycle functions as follows when there is more than one player:
Strategic Cycle:
    Russian Production
    U-boat War
    Allied Reinforcements and Strategic Air
War Assignments
    German Production and Strategic Air
War Assignments
    Strategic Air War Resolution

4 Game Turns:
    Air War Resolution
Axis Player Turn
    Port Suppression
    Reinforcement Phase
    Initial Movement Phase
    Rail Movement Phase
    Sea Movement Phase
    Air Movement Phase
    Combat Phase
    Mechanized Movement Phase
    Air Interdiction Phase
    Axis Air Allocation
Allied Player Turn
    (same phases as in Axis Player Turn)
    Allied Air Allocation
Soviet Player Turn
    (same phase as in Axis Player Turn)
    Soviet Air Allocation

4.0 Stacking

At the end of each phase, the player may not have more than four friendly units stacked in any one hex. For the Soviet Union, the limit is three Russian units in a hex. Partisan Units, Partisan Cadres, Fortifications, Fortresses, and units without any defense strength, do not count against stacking. When units are overstacked a yellow box with a red O will be displayed on top of the units in the hex. To determine how many more units may be placed in a hex, view the hex by clicking the right mouse button—stacking information will be displayed, such as Stacking: 2/4, indicating how many total units are stacked in the hex, and how many may be stacked.

When ending any phase in which units are overstacked, the program will center on the overstacked hexes, and give the player the option of continuing with the phase (in order to rectify the overstacking), or of eliminating units to comply with the rule. Defending units which retreat during combat do not have to comply with stacking restrictions until the end of their own initial movement phase. Attacking units which retreat during combat must comply with the stacking restrictions by the end of mechanized movement phase.

5.0 Zone of Control (ZOC)

Combat units exert a zone of control into directly adjacent and connecting hexes. Armored and mechanized infantry units do not exert a zone of control into swamp, forest, or rough terrain hexes. Enemy units do not exert ZOCs into fortresses (such as the Maginot Line and The Liege). Zones of Control affect movement and tracing supply. When a country is first attacked, its forces and allied forces do not project ZOCs across the attacked country's

national borders until after initial movement phase of the attacking player's turn. The Hex Display Window will state if a hex is in friendly or enemy ZOC, or both.

6.0 Supply

Supply is calculated at the beginning of every Reinforcement, Rail, Mechanized Movement, and Air Interdiction Phase. (There is no need to calculate supply at the beginning of every phase, as it will not change during certain phases). The following rules explain how the computer calculates supply, and its importance to the game.

6.1 Supply: Quality and Source Type

There are three types of supply Quality: Major, Minor, and Beach Head. There are two types of supply Source: Great Power and Lesser Power. The Source of the supply indicates what units can be supplied by it; the Quality indicates the strength of the supply.

For the purposes of supply, Germany, the United Kingdom, the United States, and the Soviet Union are all considered Great Powers, and all other countries are considered Lesser Powers. Supply traced from a Great Power supply source is Great Power supply, and may supply any friendly unit, regardless of nationality. However, supply traced from a Lesser Power cannot supply a friendly Great Power unit. Thus, German units cannot trace supply from Rome, but Italian units can trace supply from Berlin. Lesser Power supply is always displayed in parentheses.

If a hex is in supply, regardless what Quality the supply is, all the units in the hex are in supply (assuming the Source of supply is compatible with their nationality). Although the Quality of supply does not affect the units in the hex (a unit is either in supply or not), it does affect other functions. Air operations, such as Air-Sea Interdiction and Air-Ground Interdiction cannot be based from a hex with only Beach Head supply, but require a hex with Minor or Major supply. Airborne units using Air Transport must start in a hex in Major Supply, and Free French conversion requires the Vichy or French Partisan units to be in a hex that has Major Great Power supply.

6.2 Supply Sources and Supply Heads

Most countries have one or more Supply Sources in their country, usually including the capital (see Rules 25.0-27.0, describing each country and listing its supply sources). From these Supply Sources, supply is spread over rail hexes and through ports to the seas and then to other ports as well as through mobile supply units—all are Supply Heads.

If a Supply Source is connected to rail, the supply will travel as far as the rail will permit—there is no movement limitation. Supply will travel through all friendly connected rail hexes except for hexes that are both in enemy ZOC and vacant of friendly units. Each supplied rail hex then becomes a Supply Head.

Supply can be traced into any sea in which the player has naval transport capacity (see the Naval Screen, Rule 2.8), and in which either there is a Supply Source which is a port in that sea, there is a friendly port that is connected to a Supply Source by rail, or a naval path can be traced into that sea from a supplied port in another sea. If these conditions are met, supply can be traced through that sea, and into any friendly port hex or beach head, making that port or beach head hex a Supply Head.

Supply Sources are always of Major supply. Supply Heads are of Major supply unless they had to trace supply at one point through a minor port, or through a beach head. Any Supply Head that had to trace supply through a functioning minor port (such as a damaged Major port) has Minor supply. Any Supply Head that traces supply through a beach head will have Beach Head supply.

6.3 Tracing Supply to a Supply Head or Supply Source

All units must trace supply from their hex to a Supply Head or Supply Source. If the unit is tracing supply to a Supply Source, or to a rail Supply Head or Mobile Supply Unit Supply Head, then it has 10 MPs to trace supply to that Supply Source or Supply Head (6 MPs for the Russians). If the unit is tracing supply to a functioning minor port Supply Head it has 4 MPs, and if it is tracing supply to beach head Supply Head it has 1 MP (or one hex minimum).

For example, if a mobile supply unit was tracing supply to a minor port hex, it would need to be within 4 MPs of the port. Any unit tracing supply to the mobile supply unit would need to be within 10 MPs. The supply traced through the minor port and then through the mobile supply unit would be Minor Supply, and therefore, for instance, no air assault missions could be based from those hexes.

Supply is traced as if an imaginary infantry unit were moving from that hex to the Supply Head or Supply Source. ZOCs and Air Interdiction are ignored when calculating the cost in movement points to trace supply, but supply cannot be traced through a hex in enemy ZOC unless it is occupied by friendly units. If a unit cannot trace supply to a Supply Source or Supply Head, the unit is out of supply, which is indicated by '(NS)' appearing after its description.

6.4 Mobile Supply Units

Mobile Supply units can act as a Supply Head to whatever Supply Source or Supply Head they can trace supply to. A line of Mobile Supply units could be made, all within 10 MPs of another Mobile Supply unit, as long as one of the Mobile Supply units was within 10 MPs of a supplied major port or rail line, 4 MPs of a supplied minor port, or 1 hex from a supplied beach head. The quality of Mobile Supply unit's Supply Head (Major, Minor, or Beach Head) will depend on the quality of the Supply Head it is tracing supply to. If a Mobile Supply unit is functioning as a Supply Head, and it is in a rail hex that is otherwise not connected to a Supply Source by rail, then supply from the Mobile Supply unit will be spread through the rail hex to any other connected rail hexes and they will all function as Supply Heads. Italian Mobile Supply units cannot supply German units, as they operate as a Lesser Power Supply Head.

6.5 Viewing the Supply Status of a Hex

To view the supply status of a hex, click the right mouse button on the hex, and look at the Hex Display Window. The supply status of the hex is listed next to the heading Supply. If the hex cannot trace supply to any friendly Supply Head or Supply Source, it will say None. Otherwise, it will list the best quality supply the hex can trace to. If the hex can trace supply to a better quality Lesser Supply, then it will list both the Greater Supply, if there is any, and then the Lesser Supply in parentheses. For example, Supply: Minor (Major), would indicate the hex is in Minor Great Power supply and Major Lesser Power supply, while Supply: (Major), would indicate the hex is not in any Great Power supply, but is in Major Lesser Power supply.

You can also view the status of the rail supply by looking under the category of Rail. The supply of a hex will be at least as strong as the supply of the rail, but it could also be stronger. The hex could be tracing supply to another Supply Head, while the rail hex might not be connected by rail to a Supply Source or Supply Head, and therefore would not be acting as a Supply Head.

The supply capacity of a port is also displayed in the Hex Display Window. Under Port Capacity—Supply: the supply capacity of a port will be listed. Although normally major ports have Major supply capacity, and minor ports Minor supply capacity, port supply capacity can be temporarily reduced by port suppression, capture, or freezing. Note, that just

because a port has supply capacity does not mean it will act as a Supply Head. For a port to act as a Supply Head (to trace supply through the port), the player must have naval transport capacity in that sea, and must be able to trace naval movement to that port.

6.6 Season and Climate

For all units, except Russian and Finnish, supply range is halved during Snow and Mud turns in Moderate and Severe climates. Supply range is halved for Soviet and Finnish units during Mud game turns in Moderate climate. Supply range is halved for all units in the Arctic. For more information on cli mate and season, see Rule 16.0.

During the first year of the German invasion of Russia, all Axis units in Severe climate tracing supply to a MSU or railhead have only 6 MPs with which to trace supply to the Supply Head (or 3 MPs during Snow and Mud).

6.7 German High Seas Supply

The Axis player does not automatically trace supply into the High Seas. The Axis player can indicate he wishes to trace supply through the High Seas and into Axis High Sea port hexes, by going to the Naval Screen and clicking on the Yes button next to Axis High Seas Supply. This will require the use of a Transport and Surface fleet each turn it is in effect, and expose the Transport and Surface Fleet to a possible attrition once each game turn. However, it will allow the Axis player to trace supply into the High Seas and supply isolated ports or beach heads.

6.8 Fortresses

Hexes with Fortresses are always in supply, and all friendly units in the same hex are also in supply.

6.9 Supply during Combat Phase

During the Combat Phase, supply is supposed to be calculated instantaneously, unlike the other phases where supply is determined at the beginning of the phase. However, it would slow the game down unnecessarily to recalculate supply after every battle—most battles have no effect on the supply status of units that will be involved in the remaining battles. Instead, the player whose turn it is—the phasing player—has the option of recalculating supply whenever he wants during combat phase. The rationale for this is simple. Although it is possible that as the result of a battle the phasing player might place units that have not yet attacked out of supply that were in supply, and that these units may then be used in combat as if they were in supply, this will happen very rarely, if ever. Instead, recalculating supply during combat is almost always only to the advantage of the phasing player, if it is of advantage to anyone. Thus, we leave it up to his discretion. To recalculate supply during the Combat Phase, click on the Game button and select Supply.

7.0 Joint Air War Turn

When playing solitaire, the Joint Air War Turn is conducted before the beginning of each game turn. Each player assigns Air Points (APs) to fronts and missions during the Joint Air War Turn, and then Air Combat is resolved. If there are any APs in Air-Sea then Port Suppression is conducted.

If playing with two to three players, the Joint Air War Turn is broken up so that each player may assign his Air Points during their own Player Turn. Players assign their Air Points immediately following their Player Turn, and their air assignments take effect the next Game Turn. Air Combat is resolved at the beginning of the Axis player turn. Port Suppression is conducted as part of each player's Player Turn as the first phase.

During the first Game Turn of each cycle, after the Allied player assigns APs, the Allied player allocates strategic bombing assets for the next cycle's use (if he has any yet) (see Rule 22.0, Strategic Air War).

Each player's air force is separated into 3 Air Fronts: West, East and South (click on the Fronts button to view a map labeling and delineating the three Air Fronts). Players may only base APs in a front in which they have at least one hex in Major or Minor supply, and from a Supply Source compatible with the AP's nationality (see Supply, Rule 6.0). Further, Iran is not counted for basing Allied APs in the Eastern Front.

7.1 Assigning APs to Fronts and Missions

At the top of the Air Assignment Screen are APs that are reinforcements or need to be assigned to a front. To assign these APs to a particular front, click on the Up button in that front's Unassigned Box, next to the nationality of the APs you want to move there. The Unassigned Box is where all APs assigned to that front are kept when not assigned to a particular mission

To assign air points in the Unassigned Box to a particular mission, simply click on the Up button in the mission's box, next to the nationality of the APs you want to move there. To move APs from one mission to another, click on the Down button next to the APs you wish to move; the APs will be moved to the Unassigned Box, and you may then assign them to a new mission.

Air Superiority Mission APs will fight enemy APs for control of the skies in that front. A maximum of 120 APs in the West Front, 60 APs in the South Front, and 30 APs in the East Front may be assigned to Air Superiority.

Air-Ground Mission APs can perform Air Support during the Combat Phase or the Air Interdiction during Air Interdiction Phase.

Air-Sea Mission APs can perform both Port Suppression and Air-Sea Interdiction. 5 APs is the maximum necessary for Air-Sea Interdiction in any one turn, and it is also the most you will need to attack any one port hex. However, if you wish to suppress more than one port hex in the front, you might want to put in more than 5 AP.

APs in the Transfer Box will appear next turn as reinforcements to be assigned to whatever front you want. A maximum of 10 APs can be placed in the Transfer Box in each front each turn. This is the only way to move APs from one front to another.

7.2 Airborne Units and ATPs

The Airborne Box is located in the top right corner of each front display. To move Air Transport Points (ATPs) between fronts, click on the Down button next to the ATP, and the ATP will be moved to the top of the screen with the Reinforcements. Then, simply click on the Up button where you want to move the ATP to.

Airborne Units loaded for Air Assault are displayed in the Airborne box. It takes 4 turns for an airborne unit to become ready to drop, and if the unit is not yet ready a number in parentheses will be next to its name (indicating how many more turns before it is ready to perform an Air Assault). To remove (unload) an Airborne unit from the Airborne Box, or to transfer the unit to another front, click on the unit and choose the option you desire. If you decide to unload the unit you will receive it as a reinforcement in the next Reinforcement Phase. If you transfer it to another front, the unit will not be ready to drop for an additional turn.

7.3 Air Combat

When opposing Air Forces have APs in Air Superiority in the same front and when there is at least one hex in that front where the opposing air ranges overlap, then air combat ensues.

Each AP has a 1/6 chance of shooting down an opposing AP. After all players have assigned APs, the results of Air Combat are displayed for each front. At any point in the game you may review the results of the last Air War Turn by entering the Air Screen and clicking on the Air Combat Results button.

7.4 Air Superiority

If a player has twice as many or more APs remaining in Air Superiority after air combat as the opposing player does, he has Air Superiority in that Front. The player would also have Air Superiority in that front if he had any surviving APs in Air Superiority, and the opposing player had none.

Having Air Superiority in a front prevents the opposing player from conducting Air Movement in that front. Air Superiority also allows the player to eliminate a number of the opposing players' APs that are assigned to Air- Ground and Air-Sea missions. For every AP in excess of the 2:1 majority needed to have Air Superiority, the player may eliminate one AP in Air-Ground or Air-Sea in that front. For example, the Axis achieve Air Superiority in the Western Front with 15 AP to 6 Allied AP, causing three additional Allied APs in Air-Ground and Air-Sea missions in the Western Front to be eliminated (if there are 3 Allied APs in those missions).

7.5 Port Suppression

If a player has APs in the Air-Sea mission in any front, he can engage in Port Suppression. Click on an enemy port or beachhead hex that is within 12 hexes from a friendly Minor or Major supplied hex and is in a front in which you have APs in the Air-Sea mission. If it is a valid port hex to bomb, a Port Suppression Window will appear. Assign available APs from the Air -Sea mission box to bomb the port by clicking on the Up arrow button. A maximum of 5 APs can be assigned to any attack. Click on the Down arrow button to decrease the number of APs. Click on the Accept button when you are ready. For each AP you attack with there is a 1/6 chance the port will be damaged. There is also a 1/6 chance in an attack that an AP will be eliminated. A port can only be attacked in this manner once per turn.

Damaged minor ports no longer function as ports. They cannot embark and debark units for naval movement, nor trace supply through the port. Damaged major ports function as minor ports for all purposes. Ports remain damaged for one game turn. Note that a port or beachhead cannot be damaged by more than one turn due to port suppression. Thus, if a major port is damaged due to capture, port suppression will not damage it further nor reduce it from minor port status.

7.6 Seasonal Effects on Air Force

See 16.0

8.2 Reinforcement Phase

8.1 Placing New Units

Although most new units are received during Strategic Cycle, minor power and some major power units are placed during Reinforcement Phase. If there are new units that need to be placed, a window will appear at the beginning of Reinforcement Phase listing the new units. Place the new units in any friendly city or port hex in their home country, by clicking on an appropriate hex. If units can be placed on that hex another window will appear, asking you to select which of the units you wish to place on the hex. Highlight the units you wish to place by clicking on them, and then click on the Accept button.

German fortifications can be placed in any hex in continental Europe (except for in Scandinavia) that is in Major Supply and not in an enemy Zone of Control. German fortifications do not become active until two cycles after they are placed. A D1 or D2 in

parentheses following the unit description indicates how many more cycles the fortification has until it is ready. If a fortification is placed on a West Wall hex, the fortification replaces the West Wall and becomes active immediately.

Once you have placed all the units, the Placement Window will disappear and you may continue with Reinforcement Phase. If you cannot or do not wish to place all the units, click on the Placement Window's Done button. At the beginning of the next Reinforcement Phase any units you did not place will appear in the Placement Window.

Allied Strategic Air Force Bases (AFB) should be placed in a friendly hex in Major Great Power supply. It will take 2 cycles for the AFB to be come functional. Only one AFB per country will function. AFBs may be moved by Dissolving them during Reinforcement Phase (see Rule 8.2).

When playing War in the East, the German player receives reinforcements during the first week of every cycle, rather than during Strategic Cycle. The German player may place German and Italian units on any friendly hex in the G01xx column in Poland or Germany. Hungarian units may be placed in Hungary in a H01xx column friendly hex. Rumanian and Finnish units may be placed in a friendly city hex in their home country.

8.2 Reinforcement Options

After placing any new units, the player may perform various functions during the reinforcement phase. To perform the following functions, the player should click on the appropriate hex, and a window will appear listing all of the functions the player may perform. Functions that can validly be performed in the hex clicked on are displayed in black, while functions that cannot be done in that hex will be displayed in light gray.

8.3 Replacement

This function allows the player to expend a replacement point to bring a Battle Group (BG) up to a full strength division of its own type. The unit must be in supply, and cannot move or attack for the remainder of the turn. Infantry Replacement Points (IRs) are used for infantry, cavalry, motorized infantry, paratroopers, and air landing units, while Mechanized Replacement Points (MRs) are used for armor, artillery, and mechanized-infantry units The one exception to the above rule is the German 2-10 Motorized Infantry BG which requires an MR rather than an IR to restore it to a 7-10 motorized infantry division. To convert a BG to a division, there must be a replacement point of the same nationality as the unit, available in the front the unit is in. In each front, 1 out 6 total replacement points is available for use that turn, rounded up (e.g., if Germany has 13 IRs and 6 MRs in the Eastern Front at the beginning of its turn, there would be 3 German IRs and 1 German MR available that turn). It costs one replacement point for each unit upgraded, except for paratroopers, SS units, and U.S. 11-8 Armor, which cost 2 IRs or MRs (but both do not have to be available). To see how many replacement points are available of a particular nationality in a certain front, go to the Reinforcement Screen by clicking on the Rein button.

The Allied player receives replacement points for the French, United Kingdom, and the United States. The Axis player may produce replacement points for the Germans, and receives replacement points for the Italians. Other countries do not have IRs and MRs and cannot perform this function. However, U.S. replacement points may be used for the Free French, and, if playing with the Allied Production option, the U.S. gets back the personnel points expended on the IR or MR.

8.4 Combine BGs

Three Battle Groups of the same type in the same hex, may be combined to form a division or corps of that unit type. Also, the Axis player may combine three airborne regiments of the same nationality to form an airborne division.

8.5 Disband Unit

This function allows the player to disband (eliminate) any of his combat units. Allied combat units can be disbanded when on or adjacent to a friendly High Seas Major Port, Axis combat units when on or adjacent to a German Placement Center, and Russian units when on or adjacent to a Training Center. When used on a beachhead, the amphibious point tied up in the beachhead will be released and recycled for use in 9 turns. If the Axis player disbands a Placement Center a 6-3 infantry security division is placed in the hex.

Friendly Mobile Supply Units, Partisan Cadres, and Partisan Units can always be disbanded, regardless of what hex they are in.

8.6 Load Airborne

This function allows the player to load airborne (paratrooper) units for Air Assault. The unit will appear in the Airborne unit section with the player's air assets in the front in which the unit was loaded. To view the loaded unit click the Air button. If the Axis player loads an airborne division, it will be split into three airborne regiments. It takes 4 turns for a loaded airborne unit to be ready for use. Airborne units must be in supply and not in enemy ZOC to load.

8.7 Replace Eliminated Unit

Most French and Italian units do not form Battle Groups, but eliminated combat units which do not form BGs may be replaced by expending Replacement Points. This can only be done in a supplied friendly city in the home country, and costs one replacement point per unit. The player will be given a choice of any valid unit which has been eliminated, and he can place as many of these units as he has available IRs and MRs.

8.8 Convert Inf to Armor

The Allied player may convert United Kingdom infantry divisions to armor divisions by expending two MRs. The units must be in the United Kingdom and in Major Supply.

8.9 Convert Brgd to Div

The Allied player may convert a United Kingdom brigade to a division by expending two replacement points of the unit's type. The units must be in the United Kingdom and in Major Supply.

8.10 Dissolve Unit

The Allied player may dissolve United Kingdom combat units as follows: one division can be removed in exchange for two replacement points of the unit's type; one brigade can be eliminated for one replacement point of the unit's type. The units must be in the United Kingdom and in Major Supply.

The Allied player uses the Dissolve function to begin moving a Strategic Air Force Base. The Base will not be removed from the map for another two cycles, but will cease to function during this time. In two cycles the Allied player may place the base elsewhere, though it will take another two cycles before the Base can operate.

The Soviet player may dissolve supplied Russian divisions and brigades adjacent to an operating Training Center. The Russian player receives the personnel points that were spent to build the units.

8.11 Free French Conversion

The Allied player may try to convert one French Partisan unit or Vichy French unit per turn into a Free French 2-10 infantry or 2-8 armor battle group. The chances of a successful conversion are one out of six. If the conversion is successful the Allied player must expend

a U.S. IR or MR. The unit must be in major Allied supply, and there must be an available U.S. replacement point in the front. If playing with the Allied Production option, the United States will receive back the Personnel Points expended to produce the IR or MR.

8.12 Convert Partisan to Div

Beginning in 1943 the Allied player may attempt once per turn to convert one Yugoslavian Partisan Unit into a Partisan Division. The odds are one out of six for a successful conversion.

8.13 Convert Cadre to Unit

The Allied player may try to convert each partisan cadre (except for Yugoslavian cadres) into a Partisan Unit once per turn. One out of six conversion attempts will be successful. Additionally, the Allied player is allowed a set number of total attempts per turn for all Yugoslavian cadres (1941 1/turn; 1942 2/turn; 1943-45 3/turn) with at most one attempt allowed per cadre per turn.

The Soviet player may attempt to convert each Russian Partisan Cadre into a Partisan Unit once per turn. If the cadre is within six hexes of a supplied Soviet owned hex, the conversion has a 50% chance of success. If the cadre is not within six hexes of a supplied Soviet-owned hex, the conversion will succeed only one out of six times, and if it fails the cadre will be eliminated permanently.

8.14 Place Partisan Cadre

The Allied player has 21 partisan cadres total that he may place during the game. The Allied player may place partisans in France, Spain, the United Kingdom, Poland, Turkey, Norway, Sweden, Switzerland, Greece, Portugal, Eire, Belgium, Netherlands, and Denmark, if the country is Occupied by the Axis. The cadre must be placed in an Axis-owned hex, but not in a hex occupied or in the Zone of Control of an Axis unit. Further, beyond the absolute limit of 21 partisans cadres or units at any one time, the Allied player is restricted as to how many cadres he may place in any particular country by the Axis garrison.

If the Axis player meets his garrison requirement, the Allied player cannot place any cadres in the country; for each division that the Axis player is under the garrison requirement, the Allied player may place one partisan cadre. However, if liberation of a country is imminent (the Allied player has occupied a hex in the country) then the Allied player is not restricted by the Axis garrison rule. To see how many partisans he may place in a particular country, determine whether liberation is imminent in a country, and to check how many cadres are available, go to the Reinforcement Screen (click on the Rein button), and then click on the Partisan button.

After the fall of Italy there is a chance (one out of six) each turn that the Allied player may place a Partisan Cadre in Italy. By clicking the Partisan button in the Reinforcement Screen, the Allied player can find out whether he may place a Cadre in Italy that turn.

The Soviet player may attempt to place two Partisan Cadres every Strategic Cycle (4 turns). The Soviet player may see how many attempts he has remaining, and how many cadres he has available, by clicking on the Partisan button in the Reinforcement Screen. The chance of the attempt being successful depends (a) on whether the cadre is within 6 hexes of a supplied Soviet owned hex, and (b) on the terrain of the hex the cadre is in.

	Clear	Swamp/Forest	Rough/Mountain
w/6 Supplied Hex	1/6	3/6	5/6
Not w/6 Supplied Hex	None	1/6	2/6

8.15 Breakdown Corps

The Soviet player may break down a Corps into its composite parts. Thus a 4-4 or 5-5 corps would become three 1-4 infantry divisions, an 8-6 corps would become three 2-5 and one 3-5 brigades, and a 9-6 corps would become one 2 -5 and three 3-5 brigades.

8.16 War in the West & Axis Reinforcements

When playing War in the West, the Axis player receives additional reinforcements during the reinforcement phase on the following dates:

13/3/41	4 APs.
1/1/43	4 APs.
8/2/43	3x 10-8 Armor Divisions, 3x 8-8 Mech-Infantry Divisions, and 12x 6-5 Infantry Divisions.

8.17 War in the East & Axis Reinforcements

When playing War in the East, the Axis player upgrades, withdraws, and receives certain divisions, during reinforcement phase on the following dates:

7/2/41	Receive 2x 10-8 Armor Divisions, 1x 8-8 Mech-Infantry Division, and 25x 6-5 Inf Divisions.
13/3/41	4 APs withdrawn.*
10/1/42	Exchange one 8-8 Mech-Infantry Division and 1 MR for one 11-8 SS Mech-Infantry Division.
1/1/43	4 APs withdrawn.*
8/2/43	Remove 1x 11-8 Mech-Infantry Division, 2x 10-8 Armor Divisions, 3x 8-8 Mech-Infantry Divisions, 12x 6-5 Infantry Divisions.
11/1/43	Exchange up to three 11-8 SS Mech-Infantry Divisions for 13-8 SS Armor Divisions.
6/4/44	Remove 3x 10-8 Armor Divisions.

* the 30 AP counter limit in War in the East is reduced by 4.

9.0 Movement Phase

9.1 Moving Units

To move units click on the hex the units are in, and then select which units you wish to move by clicking on them and then clicking the Accept button. A window will appear listing the units you are moving (if the window gets in your way move it by clicking on the title bar and dragging it).

Move your mouse over any hex. If there is a path to the hex within movement range of all the units selected, the mouse will form the shape of a check mark. If there is no path within movement range, or if the hex cannot be entered for other reasons, the mouse will form the shape of an X. Note, if you are moving units with different amounts of remaining movement points, or a mix of infantry and mechanized units, an X might only indicate that some of the units do not have enough movement points to reach the hex.

If you click on a hex over which a check mark appears, the computer will calculate the best path to that hex, and will draw arrows across the path to the destination hex. The Movement Window will now tell you how many infantry and/or mechanized movement points the proposed move will cost. You can now do one of four things:

(1) Execute the move by clicking on the Execute button on the Movement Window, or by clicking a second time on the destination hex.

(2) Clear the path (so that you can pick a new destination hex) by clicking on the Clear button in the Movement Window.

(3) Cancel the move altogether (so that you can pick other units to move) by clicking on the Cancel button in the Movement Window.

(4) If you still have additional movement points, you can add to the path by clicking on another hex. The computer will calculate the best path from the previous destination hex to the new destination hex. The cursor will form an X or check mark when over a hex that can be added to the movement path. You may continue adding to the path until unable to move into another hex. While moving units in this process, you may scroll around the map or go into any of the screen displays. However, saving a game does not save the path you are working on.

Units can move into any friendly-owned hex, or any enemy hex not occupied by enemy combat units (see Overruns for an exception). Movement is always through adjacent hexes, connected by land, or separated only by a river or straits. Neutral countries cannot be entered without first Declaring War. To attack a neutral country, go into the Political Screen (click on the Polit button) and Declare War on that country. Units of certain nationalities are restricted from leaving or entering certain countries (see Rules 25.0 - 2 7.0 for descriptions of all countries, and limitations placed on their forces).

Each unit has a base movement factor (the last number listed, e.g. 10 for an 8-10, or 1 for a (7)1). This number is modified depending on supply (halved if out of supply), and on season and climate. The modified base movement factor is how many movement points a unit has for that turn. The number of modified movement points a unit has is listed at the end of its description in parentheses (e.g. 6-5 German Infantry Div (5)), and can be seen in the Movement Window when moving your units, or with the Hex Display Window (click the right mouse button on a hex).

9.2 Movement Costs: Terrain, ZOCs, & Air-Ground Interdiction

Movement points (MPs) are expended on terrain, zones of control (ZOC), and enemy air-ground interdiction. The following represent the MP cost to enter a new hex:

Terrain	Category A: Mechanized & Motorized	Category B: Infantry & Cavalry
Clear	1 MP	1 MP
Broken	1 MP	1 MP
Woods	2 MP	2 MP
Swamp	3 MP	2 MP
Rough	4 MP	2 MP
Mountain	8 MP	4 MP
Sand	2 MP	2 MP
Arctic Swamp	Prohibited	4 MP
River, Straits	+1 MP	NE

Category B units moving along a continuous rail line spend only 1 MP on terrain, while category A units moving along a continuous rail line spend a maximum of 2 MP on terrain. Category A Units that cross a river or straits must expend one additional MP.

ZOCs add 2 MP to the cost of entering a hex and or leaving a hex. For example, if an Allied motorized infantry division wanted to move into a rough terrain hex which was in enemy ZOC, and the unit was in a hex that was also in enemy ZOC, it would cost the division 8 MPs to enter the hex (4 MP for terrain, +2 MP for entering a ZOC, and +2 for leaving a ZOC). Any

unit with a base movement factor greater than zero can always move at least one hex a turn, even if it does not have the required movement points, except to move from an enemy ZOC into an enemy ZOC hex.

If playing with option 8, Minor ZOC only +1, then Minor country units' ZOCs only cost one movement point, rather than two.

Entering a hex with enemy Air Interdiction costs +2 MP, but only when it is not already in enemy ZOC. It does not cost additional movement points to leave a hex with enemy Air Interdiction.

If a unit has not yet moved that phase, but does not have enough movement points to enter an adjacent hex, the unit will be allowed to move into the adjacent hex as long as it is not moving from a hex with an enemy ZOC into a hex with an enemy ZOC. This does not apply to Railroad Repair Units.

Partisan units may never move into a hex in enemy ZOC, unless exiting an enemy occupied hex to enter a hex that is not occupied by an enemy unit.

9.3 Force March

To force march a unit, press the letter F on the keyboard, and then click on the hex the unit is in. A window will appear labeled Force March rather than Movement—select the units you wish to force march.

Only infantry units may force march—motorized infantry cannot. Force marching allows a unit to double its MPs for that turn. Force marching units cannot enter a hex in enemy ZOC. There is a 1 in 6 chance that a force marching unit will be reduced to a battle group, or if it is a unit that does not reduce to a battle group, be eliminated.

9.4 Go To function

The Go To function allows the player to order a unit to head towards a certain destination, and the computer will continue moving the unit automatically each turn until it arrives at the destination. Press the letter G on the keyboard before clicking on a hex with a unit in it. A window will appear listing the available units in the hex, and select which units you wish to move. Next choose the destination hex by clicking on it. Any land or coastal hex is allowed— even if it is at the other end of the mapboard. After you have confirmed that you want that destination hex, the computer will start moving the unit towards the destination (assuming it has any movement points remaining). Units that have orders to Go To a destination hex will have the letter G in brackets—[G]—displayed next to their name in any windows.

Note, the Go To function has limited intelligence. It will look for the best path each turn to get as close as possible to the destination hex. Thus, if you gave a unit in Bergen the destination of Paris, it would march south- west where it would become stuck upon reaching the coast—it would not know to head east and then south through Finland before heading west to Paris. The primary purpose of this function, is for moving units over long distances behind your lines, and especially for moving Battle Groups to Training or Placement Centers.

9.5 Overruns

Enemy units may be Overrun during initial and mechanized movement phase. Enemy units in an overrun hex are completely eliminated (they do not form battle groups). Units performing an overrun can continue moving, and can still attack during combat phase. To overrun an enemy unit, you must be able to get 13:1 odds on the enemy unit (for more information on odds and combat factors see Combat). You may only overrun with up to three units and they all must be in the same hex at the start of the overrun. The overrunning units must be able to trace a movement path into the hex being overrun. For purposes of calculating the movement cost of the overrun, the ZOCs generated by the units in the hex being overrun

are ignored. It costs 2 additional movement points to overrun a hex. If playing with option 8, Minor ZOC only +1, then it only costs one, rather than two, additional movement points to overrun Minor country units.

While moving units, if you place the mouse over a hex with enemy units the mouse will not form an X or check mark, but will remain as an arrow. To see if you can overrun the hex with the units you are moving, click on the hex. If you cannot overrun the hex (less than 13:1 odds, no movement path within range, or more than three units being moved) the computer will tell you why. Otherwise, the computer will draw the best path overrunning the hex. If you have remaining movement points, you can add to your path, but units may participate in only one overrun per phase. If (1) you have already moved the overrunning units adjacent to the hex you wish to overrun, (2) the units paid movement points because of the ZOC of the defending units and not because of the ZOC of other enemy units, then the computer will adjust the cost to overrun the hex accordingly.

9.6 Simultaneous Multiple Overruns

Occasionally a player may wish to overrun units in more than one hex simultaneously, so as not to pay any additional movement cost for the ZOCs of units being overrun in another hex. For instance, if the Russian player had one 1-4 infantry division each in two adjacent hexes, and if the German p layer tried overrunning each hex consecutively, he would have to expend movement points to enter the ZOC of the second infantry division while overrunning the first. Instead, the German player could overrun the units simultaneously and therefore not pay movement points for either unit's ZOC while overrunning the other unit.

To perform simultaneous multiple overruns, click on a hex you wish to overrun. The Simultaneous Overrun Mode Window will appear. Click on as many additional hexes as you wish to overrun, and then press the Units button when done picking hexes. Next, choose which units you wish to participate in each overrun and then match the units to one of the hexes listed in the Window If it is a valid overrun the Window will display the attacking hex to the right of the hex being overrun in the Window. Once you have matched each hex being overrun with attacking units, you can click on the Overrun button on the Window, and the overruns will be performed so that the effects are simultaneous.

9.7 Straits

There are four sets of straits on the Mapboard, representing where two coastal hexes come very close and are easily crossed. They are treated for all purposes as rivers, though they may be navigated through during Naval Movement Phase. They are (1) connecting Istanbul to the main portion of Turkey in Asia; (2) connecting Sicily to Italy; (3) connecting the northern Crimea to southern Russia; and (4) connecting the Eastern peninsula of the Crimea to south eastern Russia.

9.8 Artillery and Anti-Tanks

Artillery and Anti-Tank units do not move during Initial Movement Phase like most other units, but only during Mechanized Movement Phase.

9.9 Rail Repair Units (RR)

Railroad Repair Units (RR) cannot be moved in conjunction with other units. If you try selecting a RR and other non-RR units to move at the same time, the computer will drop the RR from the group.

When a RR enters a rail hex, it converts the gauge to its native gauge if it is different, and repairs the rail line if it is cut. RR only move along continuous rail lines. They do not expend MPs for terrain, rivers, ZOCs, or air interdiction. Instead, it costs a RR 1 MP to enter a rail hex. However, it costs 5 MP for an Allied or Axis RR to enter a Russian gauge hex. Whether

the rail line is cut or not, does not affect the movement cost.

There are two different rail gauges in **War in Europe**: European gauge, and Russian gauge. Russia uses Russian gauge, while all other countries use European gauge. To determine what gauge a particular rail hex is, view the Hex Display Window (click on the hex with the right mouse button) and under Rail there will be a letter R or E in parentheses indicating Russian or European gauge respectively.

A rail unit which starts the turn with less than its full movement points (due to season and climate as described below) cannot move into a hex with a different gauge line. The result of this is that during Mud and Snow in Moderate and Severe climates, the Axis and Allies cannot convert rail fro m Russian to European gauge. The Russians cannot convert rail from European to Russian gauge during Mud in Moderate climate.

9.10 Climate and Season's Effect on Movement.

The following is a list of climate and season's effect on movement. For more information on climate and season, see Rule 16.0.

	CLEAR	**MUD**	**SNOW**
ARID	None	None	None
MODERATE	None	MPs halved for Mechanized and Motorized units, except for Russians.	MPs halved for all units.
SEVERE	None	MPs reduced to one for all units, except for Russians.	MPs halved for Mechanized and Motorized units, except for Russian and Finnish units whose MPs are halved.
ARCTIC	No Mech.	No Mechanized.	No Mechanized.

During Snow game turns all rivers in severe climate hexes freeze (represented by a dotted blue line), and do not have any effect on movement. During the first three cycles of each year, all Finnish and Soviet lakes freeze and are considered to be land for movement purposes. However, only Russian and Finnish units may enter a frozen all-lake hex, as compared to frozen coastal lake hexes which any unit can enter or cross.

9.11 Restrictions

Some countries' units are restricted from entering certain countries or exiting their own country. The rules for each country specify restrictions (if any) on each country and its forces (Rules 25-28).

Of particular importance are the restrictions on French and United Kingdom troops stacking together and of the placement of the British Expeditionary Force in Europe (BEF). French and British coordination of armies was poor to nonexistent, and both these rules reflect the very real military results of those political decisions.

Until France surrenders, United Kingdom units in France, Belgium, the Netherlands, Luxembourg, and Germany, must remain within five hexes, inclusive, from the High Seas coast at the end of any phase, with the exception of o ne designated ground unit which can go anywhere in those countries. This Non-BEF unit will be displayed in the Hex Display window with a (NBEF) following its name. For each four United Kingdom combat units over 21 units in France and the Low Countries, the hex limit from the coast is increased by one. Thus, if the United Kingdom has 22-25 combat units in France, Germany, and the Low Countries, the hex limit is 6 hexes from the coast.

French and United Kingdom forces cannot stack together while in France, Belgium, the Netherlands, Luxembourg, and Germany, except for the one designated ground unit mentioned above. The computer will prevent the Allied player from moving French or United Kingdom units into the same hex during Initial, Mechanized, and Rail Movement Phases. This rule does not affect retreats or Air Movement.

10.0 Rail Movement Phase

10.1 Entrain

All mobile units (units which are capable of movement during Initial and/or Mechanized Movement phase) can move during Rail Movement Phase. Additionally, the Axis player may move Flak and the Soviet player may move Arms Factories and Training Centers by rail.

Qualified units which have not yet moved during the player turn, and are on a connected and supplied rail hex, may entrain. Each player has a limit of how many units they may have entrained during Rail phase. The Axis may entrain 20 units, the Allies 10, and the Soviets 60 (note however that corps count as three units for this purpose, and Arms and Training Centers count as ten units). (The initial shock of the German invasion temporarily reduces Soviet rail capacity to 30.) If the player starts the rail phase with units entrained, these are counted against the limit. Entrained units automatically detrain if attacked during combat phase, and their defense is halved. Entrained units cannot attack during combat, nor move in any way except during the rail phase

All units begin the Rail Movement Phase with 50 rail MPs. It costs 10 MPs to entrain a unit. Thus a unit entrained during the phase will have 40 MPs, and a unit entrained during last phase will have 50 MPs. (During Snow game turns in Severe Climate hexes, Rail Movement is reduced from 50 to 25 for all non- Soviet units.)

To entrain a unit click on a hex with a unit that can validly be entrained, select Entrain, and then select which units you wish to entrain.

It is sometimes difficult to remember which units you have entrained and where they are. To locate entrained units during Rail Phase, press the key R, and if there are any entrained units the computer will center on an entrained unit and display the Hex Display Window for that hex. If you press R again, the computer will center on the next hex with any entrained units (going in order from West to East and North to South).

10.2 Moving Units by rail

Entrained units may be moved by rail to another friendly rail hex, not in enemy ZOC, as long as a continuous line of connecting rail hexes, outside of enemy ZOCs, can be traced between the two hexes. If you just entrained the unit, a window will appear asking you to select where to move the unit. If you entrained a unit previously, and you want to move it now, click on the hex, select Move Units, and choose which entrained units you wish to move In either case, to move the unit you simply click on a friendly connected rail hex that you wish to move the units to. By placing the mouse over a hex you can determine whether the hex is connected by rail—the mouse will form a check mark—or if it is not connected by rail—the mouse will form an X mark.

When you click on a connected rail hex that can be reached during that turn's movement, a window will appear telling you how many MPs it will cost to move the unit there. To move the unit there click on Yes. If your units still have 10 or more MPs left, you will be asked whether you wish to detrain them. If the rail hex is further than can be reached in that turn, a window will appear notifying the player of that fact, and giving him the option of having the computer automatically rail transport the units towards the destination hex each turn until they arrive. Once the units arrive at the destination hex the computer will detrain the units unless the player has toggled this option off in the Rail Movement window, in which case the

units will remain entrained in the destination hex until the player gives further orders. While moving units by multiple turn auto-rail, the computer will not violate stacking limits.

It costs 1 MP for each rail hex traversed, regardless of terrain. It costs an additional 5 MP to enter a hex with enemy Air Interdiction. Rail transport can only enter friendly repaired rail hexes of the same gauge, and cannot enter a rail hex that is in enemy ZOC.

10.3 Detraining Units

It costs 10 MPs to detrain a unit. Click on the unit's hex and select Detrain, and then select the entrained units you wish to detrain. Detrained units will not be able to participate in sea movement, air movement, combat, or mechanized movement during that player turn, but will be able to perform normally in the next player turn.

10.4 Siberia

The Soviet player may move units into and out of Siberia by rail. To rail units out of Siberia by rail, click on one of the three Russian rail hexes on the Eastern edge of the mapboard, and a window will appear allowing the player to select which units he wishes to rail out of Siberia. To rail units into Siberia, rail the units to one of the three Russian rail hexes at the edge of the mapboard and the computer will ask if you wish to transport them to Siberia, or simply click on the Siberia button on the Rail Movement window and the computer will automatically rail the units towards the closest of the three Russian edge rail hexes and then into Siberia. Units are automatically detrained upon arrival in Siberia.

11.0 Sea Movement Phase

There are three ways to move units during Sea Movement Phase: Naval Transport, Emergency Naval Transport, and Amphibious Assault. To perform any of these functions, click on the port hex which has the units you wish to move. If there are units in the hex that can engage in one of these functions, and there are available naval transport or amphibious fleets, a window will appear allowing you to choose which naval function you wish to perform. Next, select which navy you wish to use (e.g., if the French are transporting a division from Marseilles to North Africa, they could choose between using the French Navy which consists of 1 Transport fleet in the Western Mediterranean, or the Allied Navy which consists of 15 Transport fleets available in most seas). When selecting which navy you wish to use, note that the number of available transport and/or amphibious fleets are in parentheses next to the name of the navy. It requires one Transport or Amphibious Fleet for each unit moved, except for corps which require three fleets. Remember that most navies are limited as to what seas they can enter, so be sure to choose a navy that will transport your units to where you want them to go.

To determine how many transport or amphibious fleets you have available, and in what seas they can operate, click on the Navy button to go into the Navy Screen (see Rule 2.8 describing the Navy Screen, or go to the Navy Screen and click on Help). To see a map labeling and delineating the boundaries of the different seas, click on the Navy button.

11.1 Tracing Naval Movement

Naval movement is traced through adjacent water or coastal hexes. Movement cannot be traced through enemy owned coastal hexes occupied by enemy units. Naval movement can end in an all-land hex if transporting to a port or performing an amphibious assault in the hex. Units using naval movement are potentially exposed to Air-Sea Interdiction, Extraordinary Air-Sea Interdiction, Allied High Seas Naval Interdiction, and Axis High Seas Coastal Defense.

11.2 Ports

Ports are sometimes damaged by various methods. A damaged port will have a letter D and a number in parentheses following its name in the Hex Identifier Window (e.g., Dunkirk, Minor Port (D1)). Damaged minor ports cease to function as ports. Damaged Major ports function as minor ports for all purposes. The number following the D indicates how many turns it will remain damaged. Minor and major ports are damaged for a turn if suppressed during Port Suppression. A major port's supply capacity is reduced to minor for four turns and transport capacity is reduced to minor for ten turns if occupied by an enemy unit (unless occupied on the turn that the owner's neutrality was violated, in which case no damage is done). Certain Baltic Sea ports freeze in the winter, causing major ports to function as minor ports and minor ports not to function at all.

If you wish to abort a naval transport, emergency naval transport, or amphibious assault, click the Return to Port button. Note, that even when you abort a naval mission, you still will have used those fleets for that turn, as you have traced movement through the sea and exposed the fleets to interdictions.

11.3 Naval Transport

To transport units using Naval Transport, click on the port or beach head hex the units are in, and select Naval Transport. After choosing which navy to use, and which units to transport, the Automatic Naval Transport window will appear. Click on a friendly destination port or beach head hex and the computer will search for a contiguous naval path outside enemy air-sea interdiction. If the phasing player has air superiority in the front, and all enemy air points assigned to the air-sea mission have been eliminated, then the computer will ignore possible air-sea interdiction when calculating the path (however, extraordinary air-sea interdiction would still apply). If the computer cannot find a valid path, it will notify the player, and the player can choose another destination.

The player may also move units manually, by pressing the Manual button at the bottom of the Automatic Naval Transport Window. The player then traces a naval path manually by clicking on adjacent water or coastal hexes until arriving at the destination hex. Ports which are not adjacent to water, but instead are one or two hexes inland, can be reached by getting as close to the port hex as possible, and then clicking on the port hex. Manual naval transport is useful when you need to transport units regardless of air-sea interdiction. Also, the computer is unable to check every valid path, and it is possible (though unlikely) that there is a valid path when the computer cannot find one, and manual naval transport is useful in this situation.

The Allied player may move units around the Horn of Africa by pressing the Horn button at the bottom of the Automatic Naval Transport Window (see 11.13).

Only units which have not yet moved or received replacement points in a given turn may move by Naval Transport. Transported units may not attack during Combat Phase nor move during Mechanized Movement Phase. There is no limit to how many hexes units may transport during Naval Transport, but they are limited by what seas the navy has access to. Units must transport to a friendly operational port hex, or beach head. Naval Transport fleets and Amphibious fleets are used for Naval Transport. Amphibious fleets are only used if there are no more Transport fleets available, and when they are used they must be recycled as if performing an Amphibious Assault. Railroad Repair and Supply Units may only transport to and from fully operational major ports.

Units may naval transport into a vacant enemy port hex if the country just became a belligerent that turn. The transported units occupy the hex cutting any rail lines. However the port is captured fully intact without any damage (i.e., a major port is not reduced to a minor port).

11.4 Emergency Naval Transport

Units which have already moved during Initial Movement Phase, may still be transported using Emergency Naval Transport. However, the units may trace naval movement through only four hexes to arrive at their destination. Further, all transported units are reduced to battle groups. If the unit does not form a battle group it will be eliminated. Transported units may not attack during Combat Phase or move during Mechanized Movement Phase. Naval Transport fleets and Amphibious fleets are used for Naval Transport. Amphibious fleets are only used if there are no more Transport fleets available, and when they are used they must be recycled as if committing an Amphibious Assault.

To transport units using Emergency Naval Transport, click on the port or beach head hex the units are in, and select Emergency Naval Transport. After choosing which navy to use, and which units to transport, the Automatic Emergency Naval Transport window will appear. Click on a friendly destination port or beach head hex and the computer will search for a contiguous naval path outside enemy air-sea interdiction and up to a maximum of four hexes long. If the phasing player has air superiority in the front, and all enemy air points assigned to the air-sea mission have been eliminated, then the computer will ignore possible air-sea interdiction when calculating the path (however extraordinary air-sea interdiction would still apply). If the computer cannot find a valid path, it will notify the player, and the player can choose another destination.

In Automatic Emergency Transport the computer checks every possible path, however the player might wish to conduct movement through enemy air-sea interdiction, and can use manual mode for this. The player may move units manually, by pressing the Manual button at the bottom of the Automatic Emergency Naval Transport Window. The player then traces a naval path manually by clicking on adjacent water or coastal hexes until arriving at the destination hex. Ports which are not adjacent to water, but instead are one or two hexes inland, can be reached by getting as close to the port hex as possible, and then clicking on the port hex.

11.5 Amphibious Assault

To perform an amphibious assault, click on the port or beach head hex the units are in, and select Amphibious Assault. After choosing which navy and which units to use, the Automatic Amphibious Assault window will appear. Click on a the hex you wish to perform an amphibious assault on, and the computer will search for a contiguous naval path outside enemy air-sea interdiction and up to a maximum of 24 hexes long. If the phasing player has air superiority in the front, and all enemy air points assigned to the air-sea mission have been eliminated, then the computer will ignore possible air-sea interdiction when calculating the path (however, extraordinary air-sea interdiction would still apply). If the computer cannot find a valid path, it will notify the player, and the player can choose another destination.

In Automatic Amphibious Assault the computer checks every possible path, however the player might wish to conduct movement through enemy air-sea interdiction, and can use manual mode for this. The player may move units manually, by pressing the Manual button at the bottom of the Automatic Emergency Naval Transport Window. The player then traces a naval path manually by clicking on adjacent water or coastal hexes until arriving at the destination hex.

Only units which have not yet moved or received replacement points may perform an Amphibious Assault. Units performing amphibious assault may attack enemy units during Combat Phase in the hex they are assaulting, but not in adjacent hexes. They may not move during Mechanized Movement phase. Units performing an amphibious assault may only trace a maximum 24 hex long path to their destination. The destination hex must be within

12 hexes of a friendly non-mountainous hex in major supply. Units may assault any friendly or enemy owned coastal hex or land hex adjacent to an entrance to the sea, except for Mountain hexes.

Amphibious Assault cannot be performed during Snow turns on any High Seas coastal or land hex, except for hexes in Africa. Amphibious Assault is also not allowed in the Baltic during Snow and Mud turns.

When landing your units on the assaulted hex, you will be given the option of establishing a beach head. A beach head will allow you to trace supply to the hex (a very weak form of supply—see 6.0 Supply), and will allow you to transport units to and from the hex as if it were a minor port. Amphibious fleets used in an amphibious assault must recycle, taking nine turns before they can be used again. Establishing a beach head uses an amphibious fleet and ties it to the beach, preventing it from recycling. To remove a beachhead (and recycle the amphibious fleet), Disband the beach head during Reinforcement Phase (Rule 8.5).

Units performing an amphibious assault on an enemy occupied hex will be forced to attack the enemy units during Combat Phase. The attack strength of Mechanized units will be quartered, and infantry halved. Amphibiously assaulting units do not project ZOC into adjacent hexes during the player turn of the assault. The Allied player gets +1 modifier for Naval Gunfire support if he has established a beach head on the hex. An Axis attack on an Allied beach head will have a -1 modifier from Allied Naval Gunfire.

11.6 Air-Sea Interdiction

Any sea movement within range of an enemy supplied hex (minor or major supply, but not beach head supply), will expose the units to Air-Sea Interdiction. Allied and Axis air forces have a range of 12 hexes, while the Russian air force has a range of 6 hexes. If the sea movement is within range, and there are enemy Air Points (APs) in Air-Sea operations for that front, then up to five enemy air points will attack the units. Each unit will be exposed to an attrition, in which the chance it will be reduced to a battle group or eliminated is the number of APs out of 6, and the chance an AP will be eliminated is 1 out of 6. Any particular sea movement can only be exposed to Air-Sea Interdiction once per front. However, there is no limit to the number of times the intercepting Air Points may intercept other fleets that game turn. If there are any remaining units, BGs or full-strength, the convoy may continue.

Interdicting APs cannot trace their attack from a hex of a country that was attacked that turn. Thus, if Germany attacks Norway, Allied APs could not interdict German convoys during the first turn of the invasion.

11.7 Extraordinary Air-Sea Interdiction

Extraordinary Air-Sea Interdiction is similar to Air-Sea Interdiction, but is only used when a convoy comes within range of an enemy's air force, but out of range of its own air cover. When this happens up to 5 APs which are assigned to any mission in that front, or even unassigned in that front, attack the convoying units. The attack is the same as in Air-Sea Interdiction. Extraordinary Air-Sea Interdiction is supplemental to Air- Sea Interdiction, but like Air-Sea Interdiction can only be performed once per front per convoy. Thus, a convoy traveling through all three fronts could at most be exposed to Air-Sea Interdiction three times and Extraordinary Air-Sea Interdiction three times (if it survived that long).

11.8 Allied High Seas Naval Interdiction

Axis sea movement in the High Seas is subject to Allied Naval Interdiction. Each unit in the convoy is exposed to an attrition, determined in part by how many German surface fleets are defending naval movement in the High Seas that turn. The Axis player may assign German surface fleets to defend naval movement by going to the Navy screen and clicking

on the German Surface Fleets button. Up to six fleets may be assigned, assuming there are that many available. Upon assigning the surface fleets, the German surface fleets are exposed to an attrition, losing 1-6 surface fleets (but no more than were assigned). The losses are not experienced until the end of sea movement phase—all the German surface fleets assigned defend naval movement in the High Seas for that turn. If there are no German surface fleets, then every unit in the convoy is reduced to a battle group or eliminated, and each corresponding transport fleet is eliminated. However, for every surface fleet defending there is a 1/6 less chance the unit and transport fleet will be eliminated. Thus, if there are 6 surface fleets, no units will suffer attrition. Axis sea movement in High Seas hexes outside Allied air range and inside Axis air range are not subject Allied Naval Interdiction. If the United Kingdom has surrendered and the United States is not yet active, then Allied Naval Interdiction will cease until United States entry.

11.9 Axis North Sea Coastal Defense

Allied units performing an Amphibious Assault on any hex in Belgium, Netherlands, Denmark, or Germany, are subject to an attrition due to Axis Coastal Defenses. In 1939, 1940, 1944, and 1945 there is a 1/6 chance, and in 1941-1943 there is a 2/6 chance that any one unit will be reduced to a battle group or eliminated.

11.10 Axis High Seas Supply

The Axis player does not automatically trace supply through the High Seas to High Seas ports. The Axis player can indicate he wishes to trace supply through the High Seas and into Axis High Sea port hexes by going to the Naval Screen and selecting the Axis High Seas Supply radio button. This will require the use of a Transport and Surface fleet each turn it is in effect, and expose the Transport and Surface Fleet to a possible attrition once each game turn. However, it will allow the Axis player to trace supply into the High Seas and supply isolated ports or beach heads. The attrition consists of the computer generating a random number 1-6, and on a 1 the surface fleet is eliminated, on a 2 or 3 the transport fleet is eliminated, and on a 4-6 no attrition occurs. If the United Kingdom has surrendered and the United States is not yet active, then the attrition ceases until United States entry, however the Axis player still must assign a Surface and Naval Transport fleet by selecting the Axis High Seas radio button.

11.11 Movement off the Mapboard

In the High Seas, Naval movement is allowed to leave the edge of the mapboard and reappear at any other sea hex on the edge of the mapboard in the High Seas. To simulate this when moving in Manual mode, simply move the convoy to a hex on the edge of the mapboard in the High Seas, and then scroll to the edge hex (or use Locate to jump to the spot) that you want the convoy to reappear on, and click on that hex.

11.12 Canals— Suez and Kiel

Both the Suez and Kiel canals can be passed through by convoys (assuming the canal hexes are friendly). When in manual mode, bring the convoy to one end of the canal and then click on the sea hex at the other end of the canal and the fleet will sail through.

11.13 Horn of Africa

Allied units may transport to and from Suez around the Horn of Africa, and thus avoid transporting through the Mediterranean and being exposed to Axis Air-Sea Interdiction. When in automatic mode, simply press the Horn button of the Naval Movement window. In manual mode to transport units from the High Seas to Suez around the Horn, move the convoy to the edge of the mapboard and click a second time on the edge hex. You will be queried whether you want to send these units around the Horn. To move units from Suez or from the

Mediterranean around the Horn to the High Seas, bring the convoy through the Suez canal, and you will be queried whether you want to send the units around the Horn. It takes 4 turns for units to go around the horn. At the beginning of Sea Movement Phase the Allied player will receive a notice if any units are arriving from around the Horn to Suez, and will be asked to place these units in a port in Egypt, or on the Egyptian, Iraqi, or Iranian railheads at the southern edge of the mapboard. Similarly, the Allied player will receive a notice if any units are arriving from around the Horn into the High Seas, and will be asked to place these units in a port outside of enemy Air-Sea Interdiction range.

The Allied player may view what units are traveling around the Horn, by going to the Navy Screen and clicking on the Horn button. To reverse the direction of any of the units, simply click on the unit.

11.14 Allied Naval Transport to Iraq & Iran

The Allied player may transport units to and from the Iraqi, Iranian, and Egyptian railheads at the southern edge of the mapboard if Allied controlled. The Allied player may place units arriving from Europe around the Horn on these three rail hexes. The units will be placed entrained. The Allied player can also transport units from the Mediterranean to Iraqi and Iranian railheads by first sending the units around the Horn, and then entering the Naval Screen and changing the units' direction back to Suez.

At the beginning of the next sea movement phase the Allied player will be able to put the units on the railheads or an Egyptian port. To transport units out of those two railhead hexes, the Allied player should click on the hex and select which units to transport. The units will automatically be sent around the horn toward Europe. If the Allied player wants to send them toward Egypt, he can enter the Navy Screen and change the units' direction toward the Suez by clicking on the Horn button and then clicking on those units whose direction he wishes to change.

11.15 Gibraltar

Whoever controls the port hex of Gibraltar can block entrance or exit into the Mediterranean. If the Allied player controls Gibraltar, he may pass through this entrance, even if the two hexes to the west of Gibraltar are Axis controlled (Allied sea movement may enter these hexes as if they were not enemy owned).

11.16 Amphibious assault from USA

The Allied player may base an amphibious assault from the United States under certain situations. Only U.S. units that have been received as reinforcements, but not yet placed on the mapboard, may participate. Thus, under the basic rules, any U.S. troops the Allies receive during Strategic Cycle, but which are not yet placed on the mapboard, can be used. Under the Allied Production option, any U.S. troops that have been Sea Lifted during the previous Strategic Cycle, but not placed on the mapboard, can be used. Such an amphibious assault is not affected by air or extraordinary air interdiction (Allied carriers provide air cover) and is not limited to the 24 hex range limitation. However, two amphibious fleets are required and expended for each assaulting unit. The Allied player may perform an amphibious assault from the USA on any High Seas enemy coastal hex in Morocco and Spanish Morocco, or if Gibraltar is under Allied control, any Western Mediterranean enemy coastal hex in Morocco, Spanish Morocco, or Algeria. Further, if the United Kingdom surrenders, an amphibious assault from the USA may be attempted on any High Seas enemy coastal hex west of the column of hexes bounded by B1601-C1604 during any non-Snow turn.

To perform such an amphibious assault, click on any coastal hex meeting the above requirements. If the Allies have two or more amphibious fleets and any U.S. units available, then a window will appear allowing you to select which U.S. units you wish to amphibiously

assault the hex.

12.0 Air Movement Phase

Only airborne units may perform Air Movement. Air Movement may not be performed in a front where the enemy has Air Superiority. For every airborne unit moved, there must be a corresponding Air Transport Point (ATP) avail able on that front.

The Allied and Soviet players use airborne divisions for Air Movement. The Axis player, although he has airborne divisions, may only use them in the form of airborne regiments. When loading an Axis airborne division during Reinforcement phase, it will be broken into three regiments. Similarly, if the Axis player uses Air Transport to transport an airborne division on the map, it will be broken into three airborne regiments. If they are in the same hex, three regiments can combine to form a division again by selecting the Combine option during Reinforcement Phase.

Any Airborne unit that has used Air Movement that turn and is not in supply at the end of the player turn is eliminated without forming a battle group.

12.1 Air Transport

Air Transport is performed using loaded and ready airborne units (located in the Airborne Units section in the Air Screen) or airborne units on the map in major supply, and not on an mountainous hex. The airborne units may be moved to a friendly owned supplied hex, or a friendly occupied hex The hex cannot be mountainous and it must be within range of Air Transport. Air Transport range is 20 hexes from where the unit originated (if it was lifted from the map), or 20 hexes from any friendly non-mountainous hex in major supply.

To Air Transport an airborne unit that is already loaded in the Air front, simply click on any valid hex you wish to transport the unit to, and you will be asked to select which units you want to transport there. To Air Transport an airborne unit already on the map, click on that hex to select the units to transport, and then click on any valid destination hex to transport the units there. Each Air Transport Point used in Air Transport has a 1/ 6 chance it will be eliminated. Any ATPs not eliminated take 4 turns to re cycle before they can be used again.

12.2 Air Assault

Air Assault is similar to Air Transport except that only airborne units already loaded and ready in the air front's Airborne Box may be used. The range is 12 hexes from any friendly non-mountainous major supplied hex.

Airborne units may assault any enemy hex, occupied or not, as long as it is in range and is not mountainous. To perform an Air Assault, just click on any valid target hex, and select which airborne units you wish to drop there.

If you drop airborne units on an enemy occupied hex, you will be forced to attack the units during combat, and if the hex is not captured the airborne units will be completely eliminated. Each Air Transport Point used in an Air Assault has a 2/6 chance it will be eliminated. Any ATPs not eliminated take 4 turns to recycle before they can be used again.

Units performing air assault do not capture the hex they land in until the end of the player turn when the computer determines whether they are in supply. If the air assaulting units are out of supply they are eliminated without ever having captured the hex. Thus, air assaulting units do not cut rail lines, damage ports or production centers, destroy forts, or block the enemy fro m tracing supply through the hex by ground or rail—even a hex unoccupied by enemy forces—until the end of the player turn, and only then if supply can be traced to air assaulting units. However, before the end of the turn the air assaulting units do affect combat, force defenders to retreat in certain situations, and block defenders from retreating into an air assaulted hex.

13.0 Combat Phase

To attack an enemy hex, click on that hex. A window will appear in the bottom of the screen—the Combat Window. The Combat Window will tell you what the defense strength of the hex is. Now click on an adjacent hex that is connected by land or frozen water to the hex you wish to attack. Select the units you wish to attack with and click on the Accept button. The Combat Window will now reflect the changes you have made—it will indicate your total offense strength, the odds, and Combat Results Table to be used. If the odds are 1-2 or greater you can view the possible results by clicking on the Results button, attack by clicking on the Attack button, or cancel the battle by clicking the Cancel button. To attack with additional units, simply click on the attacking hexes and select the attacking units.

The defense and offense strength of each unit is indicated in parentheses following the units name. Click the right mouse button on any hex to see the modified offense strength for friendly units, and modified defense strength for enemy units. Defense and Offense strength are based on the unit's combat factor (the first number before the dash: a German 6-5 has a combat factor of 6). Season, climate, and supply all modify combat factors, and terrain modifies the total combat factors of units involved in combat

13.1 Terrain Effects on Combat

The terrain of the defending hex has the following effects on combat:

TERRAIN	COMBAT EFFECT
Clear	None
Broken	-1 Modifier
Woods	-1 Modifier
Swamp	-1 Modifier
Rough	-1 Modifier
Mountain	Doubles Defense Strength; -1 Modifier
Desert	None
Arctic Swamp	Doubles Defense Strength; -1 Modifier

Additionally, non-artillery units attacking across an unfrozen river or straits have their offense halved.

13.2 Season and Climate Effects on Combat

Season and Climate modify units' defense and offense strength.

	CLEAR	MUD	SNOW
ARID	None	None	None
MODERATE	None	MPs halved for Mechanized and Motorized units, except for Russians.	MPs halved for all units.
SEVERE	None	MPs reduced to one for all units, except for Russians.	MPs halved for Mechanized and Motorized units, except for Russian and Finnish units whose MPs are halved.
ARCTIC	No Mech.	No Mechanized	No Mechanized

Note that mainland Italy experiences Snow game turns as if they were Mud Game turns.

13.3 Supply Effects on Combat

Units that are out of supply have their attack and defense strength halved. If the attacking player selects any out of supply units to attack with, the Combat Window will note this in red. If the attacking player attacks with any out of supply units, then the attacker must suffer an Attacker Exchange in addition to the combat results.

13.4 Artillery and Anti-Tank Units

If a Russian (1)10 anti-tank unit is attacked then all attacking mechanized units offense strength is halved. More than one anti-tank unit in a hex will not cause any further reduction.

Artillery does not have to be adjacent to the defending hex to attack. Instead, it can be two hexes away from the defending unit, as long as the re is at least one friendly non-artillery unit adjacent to both the artillery and the defending units (this unit does not have to attack, just be present). Just click on the hex with the artillery, and select which artillery units you want to attack. In order for Artillery to add its offense to the attack, the attacker must have at least a 1:1 odds with non-artillery units, based solely on unmodified combat factors for attacker and defender. If the attacker selects artillery to attack before having this unmodified 1:1, the artillery's offense will not register in the Combat Window, but once you meet the 1:1 requirement the artillery offense will be factored in automatically.

13.5 Fortifications, Fortified Divisions, Fortresses, & West Wall

Fortifications triple the defensive strength of the strongest infantry, motorized infantry, or airborne unit in the hex. Fortifications have no defense strength in themselves, and only one fortification per hex will triple the defense strength of a unit. Fortifications are eliminated when a hex is captured. However, the fortification in Tobruk is not eliminated, but changes hands when the hex is captured. The fortification in Tobruk ceases to exist in 1/1/1942.

Fortified Divisions, in addition to adding their own defense strength, double the defense strength of the strongest infantry, motorized infantry, or airborne unit in the hex. Russian 1-4 infantry divisions and French 3-4 infantry divisions can fortify into (3)0 and (6)0 fortified divisions respectively during combat phase. French 3-4 infantry divisions cannot fortify until ten weeks after the Axis invade either Belgium, Netherlands, or Luxembourg, or by 8/1/40, whichever comes first.

The defense strength of a Fortress varies depending on whether it is occupied and whether it is attacked from the front or rear. The front of a fortress is any hexside which the walls and guns face, and the rear of a fortress is any hexside they do not face. If occupied a fortress has a defense strength of 20 when attacked from the front and a defense strength of 10 when attacked from the rear. An unoccupied fortress has a defense strength of 10 from the front and 5 from the rear. An Air Assault on a fortress is considered an attack from the rear, except for the Liege, where an Air Assault reduces the defense strength to zero. The defense strength of a fortress is added to the defense strength of any friendly combat units in the hex. Fortresses and units in fortress hexes are always in supply. Fortresses are destroyed as a result of an exchange, half-exchange or defender eliminated, regardless of whether the hex is captured. Fortress hexes ignore retreat results, though if an air assault is performed any surviving battle groups must retreat on an exchange, half exchange, or defender eliminated.

West Wall hexes add 2 to the modified defense strength of the hex, if the hex is occupied by a combat unit.

13.6 Air Support

If the attacking player has available Air Points in Air-Ground for the front the battle is in, he may assign air support by clicking the Air Support button on the Combat Window. Air Support will provide a +1 modifier to the combat.

13.7 Allied Naval Gunfire

The Allied player receives Naval Gunfire support for combat involving Allied beach heads. If the Allied player is performing an Amphibious Assault and has placed a beach head, he will receive a +1 modifier on the attack. If the Axis player is attacking a hex with an Allied beach head on it, he will receive a -1 modifier.

13.8 Determining which Combat Result Table (CRT) to Use

There are four different Combat Resolution Tables (CRTs), with one being the most desirable and four the least. The CRT for any particular attack is identified at the top of the Combat Window. The CRT used is determined by the nationality of the attacking units, the year, the climate, and the season

	ARID	MODERATE	SEVERE
Germany			
1939	CRT 2	CRT 2 for Clear; CRT 3 for Snow & Mud	CRT 2 for Clear; CRT 4 for Snow & Mud
1940-42	CRT 1	CRT 1 for Clear; CRT 2 for Snow & Mud	CRT 1 for Clear; CRT 4 for Snow & Mud
1943	CRT 2	CRT 2	CRT 2 for Clear; CRT 4 for Snow & Mud
1944-45	CRT 3	CRT 3 for Clear; CRT 2 for Snow & Mud	CRT 3 for Clear; CRT 4 for Snow & Mud
United Kingdom, United States, France, and Free France:			
1939	CRT 4	CRT 4	CRT 4
1940	CRT 3	CRT 4	CRT 4
1941-42	CRT 3	CRT 3 for Clear; CRT 4 for Snow & Mud	CRT 3 for Clear; CRT 4 for Snow & Mud
1943	CRT 2	CRT 2 for Clear; CRT 3 for Snow & Mud	CRT 2 for Clear; CRT 4 for Snow & Mud
1944-45	CRT 1	CRT 1 for Clear; CRT 2 for Snow & Mud	CRT 1 for Clear; CRT 4 for Snow & Mud
Russia			
1939-41	CRT 4	CRT 4	CRT 4 for Clear; CRT 2 for Snow & Mud
1942	CRT 4	CRT 3	CRT 3 for Clear; CRT 2 for Snow & Mud
1943	CRT 3	CRT 2 for Clear; CRT 3 for Snow & Mud	CRT 2
1944-45	CRT 2	CRT 1 for Clear; CRT 2 for Snow & Mud	CRT 1 for Clear; CRT 2 for Snow & Mud

Finland

	MODERATE	SEVERE
1939	CRT 2	CRT 2
1940-41	CRT 1	CRT 1
1942	CRT 2	CRT 2
1943	CRT 3	CRT 3
1944-45	CRT 4	CRT 4

All other countries use CRT 4. When more than one nationality is involve d in the attack, the lowest (best) CRT based on the nationalities is taken.

The Axis player may improve the CRT he is using in any calendar year by one level (up to a maximum of Level 1) by expending Production and Personnel Points (see 21.3, Upgrading Combat Results Table).

13.9 Combat Result Tables (CRTs)

The following are the four CRTs used in the game:

13.10 Combat Results

The following are the possible combat results. Note, certain units (generally combat strength of 4 or greater) are reduced to Battle Groups when eliminated.

Ae   **Attacker Eliminated**: All attacking units are eliminated (or reduced to BGs).

AEx   **Attacker Exchange**: The attacker must eliminate units that have a total unmodified combat strength equal to or greater than defenders' total unmodified combat strength.

Br   **Both Retreat**: Defending units retreat or are eliminated, and then Attacking Units must retreat or be eliminated. Attacker can choose to accept an Attacker Exchange rather than retreat. If defender has given the defending hex a No Retreat order and there are units that form Battle Groups in the hex, then the defending units will take a Defender Eliminated and not retreat.

Dr   **Defender Retreat**: Defending Units must retreat or be eliminated.

     If defender has given the defending hex a No Retreat order and there are units that form Battle Groups in the hex, then the defending units will take a Defender Eliminated and not retreat.

Ex   **Exchange**: All defending units are eliminated and the attacker must eliminate units that have a total unmodified combat strength equal to or greater than defenders' total unmodified combat strength.

1/2 Ex   **Half Exchange**: Same as Exchange except attacker need eliminate only half as much total unmodified combat strength in units.

De   **Defender Eliminated**: Defender is eliminated. If the defending hex is left vacant, the attacker may advance any remaining attacking units into the hex. Units reduced to battle groups always have the option of retreating.

13.11 Retreats

Retreating units cannot retreat into a hex in an enemy ZOC, unless the hex is occupied by a friendly unit. Retreating units must first retreat into vacant hexes before retreating into friendly occupied hexes. Retreating units must avoid overstacking if possible. If defending units overstack during retreats, they have until the end of their first movement phase to rectify the overstacking or be eliminated. Attacking units only have until the end of the mechanized movement phase to rectify overstacking. Defending units forced to retreat have the option of

Combat Result Tables (CRTs)

The following are the four CRTs used in the game:

CRT 1

	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1
0	Ae	Ae	Ae	AEx	AEx	Br	Br	Br	Dr	Dr	Dr	Dr	De
1	Ae	Ae	Ae	AEx	AEx	Br	Br	Ex	Ex	1/2Ex	1/2Ex	De	De
2	Ae	Ae	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De	De
3	Ae	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De	De	De
4	Ae	AEx	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De	De	De	De
5	AEx	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De	De	De	De	De
6	Br	Br	Dr	Dr	Ex	1/2Ex	De	De	De	De	De	De	De

CRT 2

	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1
0	Ae	Ae	Ae	Ae	AEx	AEx	Br	Br	Br	Dr	Dr	Dr	Dr
1	Ae	Ae	Ae	Ae	AEx	AEx	Br	Br	Ex	Ex	1/2Ex	1/2Ex	De
2	Ae	Ae	Ae	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De
3	Ae	Ae	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De	De
4	Ae	Ae	AEx	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De	De	De
5	Ae	AEx	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De	De	De	De
6	Ae	Br	Br	Dr	Dr	Ex	1/2Ex	De	De	De	De	De	De

CRT 3

	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1
0	Ae	Ae	Ae	Ae	AEx	AEx	AEx	Br	Br	Br	Dr	Dr	Dr
1	Ae	Ae	Ae	Ae	AEx	AEx	Br	Br	Br	Ex	Ex	1/2Ex	1/2Ex
2	Ae	Ae	Ae	AEx	AEx	Br	Dr	Dr	Ex	Ex	1/2Ex	1/2Ex	De
3	Ae	Ae	AEx	AEx	Br	Dr	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De
4	Ae	Ae	AEx	Br	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De	De	De
5	Ae	AEx	Br	Br	Dr	Ex	1/2Ex	1/2Ex	1/2Ex	De	De	De	De
6	Ae	Br	Br	Dr	Dr	Ex	1/2Ex	1/2Ex	De	De	De	De	De

CRT 4

	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1	11:1	12:1
0	Ae	Ae	Ae	Ae	Ae	AEx	AEx	AEx	Br	Br	Br	Dr	Dr
1	Ae	Ae	Ae	Ae	Ae	AEx	AEx	AEx	Br	Br	Ex	Ex	1/2Ex
2	Ae	Ae	Ae	AEx	AEx	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex
3	Ae	Ae	AEx	AEx	AEx	AEx	Br	Dr	Ex	Ex	1/2Ex	1/2Ex	De
4	Ae	Ae	AEx	AEx	Br	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De
5	Ae	AEx	Br	Br	Br	Br	Dr	Ex	1/2Ex	1/2Ex	De	De	De
6	Ae	Br	Br	Dr	Dr	Dr	Dr	Ex	1/2Ex	De	De	De	De

remaining in the hex and being reduced to battle groups. Attacking units exposed to an Attacker Retreat may choose to suffer an Attacker Exchange result instead.

Given the above restrictions, the attacking player decides where his units will retreat. The defending player relies on the computer to make retreat decisions for him, however he may give certain instructions. Retreat Orders can be issued to hexes individually—by clicking on the Orders button in the Hex Display window—or throughout a front by pressing the Game button and selecting Retreat Orders. These Retreat Orders will affect the decisions the computer makes for the player's defending units during the opposing players' combat phase.

Retreat decisions for the defender are made by the computer following guidelines set by the player during his turn. A player can give a hex one of three different orders: Always Retreat, Normal Retreats, or No Retreats.

Always Retreat means that defending units reduced to Battle Groups will always choose to retreat if possible and that defending units will never choose elimination rather than accept a retreat result. No Retreats means that defending units exposed to a retreat result will instead accept a defender eliminated result in order to hold the hex (assuming at least one unit will form a battle group). Further, defending units that are eliminated and form battle groups will not retreat from the defending hex. Normal Retreats means that defending units will retreat rather than face elimination, and that defending units reduced to battle groups might retreat depending on the computer's determination.

When determining whether battle groups given the Normal Retreats order will retreat, the computer first looks to total modified defense strength of the battle groups that would remain in the hex. If the defense strength is 3 or greater, or if the only enemy hexes that border the defending hex are separated by rivers and the defense strength is 1.5 or greater, then the computer assumes the hex cannot be overrun and does not retreat the defending battle groups. If the defense strength of the battle groups is under 3 (1.5 if rivers), and if the defense strength of all friendly adjacent hexes is 3 or more (1.5 or more if separated from the defending hex by a river), then the computer will retreat the battle groups. Thus, the computer first checks to see if the battle groups can be overrun (and therefore need to be retreated), and then whether retreating them would expose the back lines of the defender to an armor break-out. The computer will only retreat the battle groups if it determines they might be overrun by remaining in the hex and that retreating them will not expose the defender to a break through of his lines during Mechanized Movement Phase.

Hexes can be given retreat orders individually by clicking the Order button in the Hex Display window. Retreat orders can be given universally to all hexes in a front by selecting Retreat Orders under the game button.

13.12 Air and Amphibious Assaults

Air and Amphibious assaults affect combat results. On a result of D e, 1/ x, Ex, Dr, or Br, the results are applied as normal, but then the defender must retreat his units from the hex or be completely eliminated (no BGs). On any other result the assaulting units are completely eliminated.

Mechanized units performing an Amphibious Assault have their attack strength quartered, and other units' attack strength are halved. Airborne units performing air assault attack at full strength.

13.13 Partisan Combat

Partisan Cadres do not add their defense strength to friendly combat units in the same hex, and are not affected by combat involving combat units in their hex. Partisan cadres may be attacked directly if there are no other enemy combat units in that hex. On a result of De, 1/ x, or Ex the partisan cadres are eliminated, otherwise the combat result is no effect. The

attacker is not affected by combat results in attacks on Partisan cadres: he never suffers any losses and never has to retreat.

Partisan Units do add their defense strength to attacks on friendly units in the same hex, and are affected by combat the same as any other combat unit, except Partisan Units are never forced to retreat.

German 6-3 security divisions can only attack partisans, and are unable to attack any other kind of unit.

The Axis player cannot attack Yugoslavian Partisan Cadres until the first Yugoslavian Partisan Unit has been formed.

13.14 Fortifying and Unfortifying Units

In addition to performing combat during Combat Phase, the phasing player may fortify and unfortify infantry divisions. Only Russian and French infantry divisions may fortify, and the French may only do so beginning in 8/1/1940 or ten weeks after the Axis invade either Belgium, Netherlands, or Luxembourg, whichever comes first. Fortified infantry divisions cannot move and do not exert a ZOC, but they do have a defense strength (6 for the French and 3 for the Russians) and double the defense of the strongest infantry, motorized infantry, or airborne unit in the hex.

Only units which have not moved or attacked that turn and that are in supply may fortify. Units may not fortify during mud game turns. To fortify a valid unit click on the hex, and choose to fortify the unit. The chances of fortifying the unit is the sum of the combat factors of all infantry, motorized infantry, and airborne units in the hex that have not fought or moved (including the fortifying unit), out of 6. If successful the unit is fortified, and the units that helped it to fortify cannot attack the rest of the turn. If not successful, the participating units can still not attack for the rest of the turn, nor can they try to fortify again until next turn.

Russian 1-4 and French 3-4 infantry divisions can fortify into (3)0 and (6)0 fortified divisions respectively. French 3-4 infantry divisions can not fortify until ten weeks after the Axis invade either Belgium, Netherlands, or Luxembourg, or by 8/1/40, whichever comes first. Any fortified division can always unfortify. Just click on the hex and choose to unfortify the fortified division.

13.15 Supply during Combat Phase

During the Combat Phase supply is supposed to be calculated instantaneously, unlike the other phases where supply is determined at the beginning of the phase. However, it would slow the game down unnecessarily to recalculate supply after every battle, as most battles have no effect on the supply status of units that will be involved in the remaining battles. Instead, the player whose turn it is—the phasing player—has the option of recalculating supply whenever he wants during combat phase. The rationale for this is simple. Although it is possible that as the result of a battle the phasing player might place units that have not yet attacked out of supply that were in supply, and that these units may then be used in combat as if they were in supply, this will happen rarely, if ever. Instead, recalculating supply during combat is almost always only to the advantage of the phasing player, if it is of advantage to anyone. Thus, we leave it up to his discretion. To recalculate supply during combat phase, click on the Game button and select Supply.

14.0 Mechanized Movement Phase

The Mechanized Movement Phase is the same as the Initial Movement Phase (see Rule 9.0), except that only mechanized type units and cavalry units may move during this phase. Thus, armor, mechanized-infantry, cavalry, and supply units all get to move again during the Mechanized Movement Phase, regardless of whether they moved during the Initial Movement

Phase or how much. Artillery and anti-tank units do not move during the Initial Movement Phase, but do move during the Mechanized Movement Phase. Units are free to perform overruns as in Initial Movement Phase, and all other rules are the same.

15.0 Air Interdiction Phase.

During Air Interdiction Phase the phasing player places Air Interdiction in hexes within range (6 hexes for Soviets and 12 hexes for Axis and Allies) of a supplied friendly hex. Simply click on any valid hex to place a Air Interdiction marker. Click on the hex again to remove it. The player may only deploy as many Air Interdiction markers as he has APs available in the Air-Ground mission for that front (if any). Air Interdiction costs the opposing player 2 additional movement points to move a unit into an interdicted hex (unless the hex is already in your ZOC in which case no additional cost is paid). During Rail Movement Phase it costs 5 additional Rail MP to enter a hex with enemy Air Interdiction.

16.0 Season and Climate

Season and Climate can affect movement, combat, and supply among other things. Each hex is in a certain climate. Click on the Display button and select Climate Mode to view the mapboard with hexes graphically colored to correspond with the climate of the hex: Arid (yellow), Moderate (white), Severe (light gray), and Arctic (blue). Click the right mouse button on a hex to view the Hex Display Window which will tell you what Climate a particular hex is in.

The season (Clear, Mud, and Snow) depends on the cycle and game turn. The season is snow during cycles 12, 13, 1, 2, and 3. Cycles 11 and 4, and the first two game turns of cycle 5, are Mud. The remainder of the game is Clear season. The Reinforcement Screen graphically displays the different seasons on its calendar. The mapboard in x12 zoom mode will display the current season next to the date. The following are the effects of Season and Climate on movement, combat, and supply:

	CLEAR	MUD	SNOW
ARID	None	None	None
MODERATE	None	MPs halved for all units.	MPs halved for Mechanized and Motorized units
		Attack Strength halved.	and Mechanized units' attack strength halved, both
		Supply range halved.	except for Russian units.
			Supply range halved for all units except Russian and Finnish.
SEVERE	None	MPs reduced to one for all units, except for Russian and Finnish units whose MPs are halved.	MPs halved for Mechanized and Motorized units and Mechanized units' attack strength halved, both except for Russian units. Supply range halved except for Russian and Finnish units.
		Attack and Defense strength halved for all units, except Russian and Finnish units.	
ARCTIC	No Mech.	No Mechanized.	No Mechanized.
	Supply halved.	Supply halved.	Supply halved.

Note that mainland Italy experiences Snow game turns as if they were Mud game turns.

During Snow game turns all rivers in severe climate hexes freeze (represented by a dotted blue line), and do not have any effect on movement. During the first three cycles of each year, all Finnish and Soviet lakes freeze and are considered to be land for movement purposes. However, only Russian and Finnish units may enter a frozen all-lake hex, as compared to frozen coastal lake hexes which any unit can enter or cross.

The following Russian, Baltic States, Finnish, and Swedish ports freeze during the 13th and 1st through 4th cycle of each year: Riga, Talinin, Oranienbaum, Leningrad, Helsinki, Turku, Pori, Oulu, Lulea, and Stockholm. Frozen minor ports cease to function, and frozen major ports operate as minor ports for all purposes.

The seasons may affect how many APs are available on an air front:

West   2/3 APs available during Snow & Mud.

East   1/2 APs available during Mud;

            1/2 APs available during Snow, except for Soviets.

South   2/3 APs available during Mud.

17.0 Invasion of Russia (Operation Barbarossa)

17.1 Control of Russia and Mandatory German Invasion (Europe)

Hitler's main goal in World War II was to conquer Russia. He believed the German people needed living room, *lebensraum*, and that they were destined to populate the Russian Steppes, fed by German farmers in the Ukraine and Poland. Hitler invaded France so that he would be free to invade the Soviet Union without fighting on two fronts.

Prior to 7/1/1941 the computer controls the neutral Soviet Union, redeploying its units with the annexations of Eastern Poland, Bessarabia, and portions of Finland, and conducting limited production of new units. If the Axis player does not invade by 7/1941, the Allied player (or the Soviet player if there are three players) will be given limited control of the Soviet Union, allowing him to move its units, and engage in limited peace time production. The Soviet Union will also be free to Declare War on the Axis beginning in 6/1/1942 if still neutral. Russian rail capacity is 9 while at peace. Under option 22, Russia & Turkey, the player gets peacetime control of Russia, if Turkey is attacked by the Axis, or if Turkey activates because of Axis political points (and not an Allied attack) as an Axis minor ally. If the Axis attack Turkey, then Russia is also free to Declare War on the Axis whenever it wants.

Further, the Scenario Editor allows the player to create a scenario wherein the player has control of Russia during peacetime from the beginning of the scenario. See Scenario Editor Instruction 6.0.

Note, giving the player control over Russia during peacetime early in the game can seriously harm the play balance of the game, and we therefore recommend that the players agree to restrictions forcing the Russian player to garrison the border and limiting the number of divisions he may fortify. As this option is provided for players who are experienced with **War in Europe** and wish to experiment with Russian control, we leave such restrictions and their enforcement up to the player.

When the player is in control of Russian peace time production through any device described above, he receives 4 Personnel and 8 Arms points per cycle. The Siberian reinforcements, released in 11/41, are not part of Russian production, and are still received automatically. Upon war or by 8/41, the Russian player will find 12 x 4-4s, 4x 3-5s, 12x (1)10s, 4x 2-5s, and 2 APs, in the production pipeline to be received in the next three cycles. These war reinforcements, unlike Siberian reinforcements, are not received when the player has control of Russia during peace time through use of the Scenario Editor option. Russia

receives 55 Personnel and 115 Arms points upon going to war.

17.2 Special Rules for the Invasion of Russia (Europe/East)

The Axis must garrison each captured Russian personnel center with a combined unmodified combat factor of 6 Infantry. In each captured personnel center with less than 6 infantry, there is a 1/6 chance a Russian 1-4 division will either be placed in the center if not Axis occupied, or, if the cent er is occupied, then in an adjacent hex not Axis occupied.

For the first 8 game turns of the invasion of Russia, Russian Rail Capacity is halved (from 60 down to 30).

For the first year from the beginning of the invasion, Axis units have 6 MP to trace supply to Axis Major Supply Heads in Severe Climate hexes (this is reduced to 3 MP in Snow and Mud game turns).

During the First Axis Winter in Russia (all snow game turns until one year from the date of the invasion), the Axis player must reduce one German 6-5 division in Russia to a BG each Reinforcement Phase.

Also during the First Axis Winter in Russia, when Russian units attack they may substitute an attacker retreat for any combat result.

During the first five cycles of war, if the Russians lose 100 or more units of any type, they cease producing new arms points from arms centers that are on the map or have been moved to Siberia, until the fifth cycle after invasion. Thus, if Germany invades Russia during in 5/3/41, and by 7/4/41 have killed a hundred or more Russian units, then during Strategic cycle 8 and 9, Russia would only produce arms points from its permanent arms centers in Siberia, and by strategic cycle 10 would be producing arms points again normally. Note that the Soviets can still expend Arms Points already produced and not yet spent—these are not affected. For the first 5 cycles a count of the number of Russian units eliminated is kept and displayed in Soviet Production Screen. If the number equals or exceeds 100, the message is changed to "Disrupted." This simulates the devastating effect the German attack had on the Russian economy (beyond that simulated by Arms Centers being moved and sometimes overrun).

Russia has 5 resource centers, and is reliant on them for oil. For every one of these that are captured by the Axis, Russia loses 10% of its Arms Point production. If Astrakhan is captured and the rail line connecting these centers to Siberia severed, Russia loses 75% of its arms production (Russia can only lose 75% maximum, even if all five centers are captured and Astrakhan taken). If the Russians retake a captured Resource Center, they must rebuild it before it stops reducing their Arms Point production. An option to rebuild the Resource Center will appear in the Soviet Production Screen (it will take 3 cycles to rebuild and cost 10 Arms Points and 1 Personnel Point).

17.3 Barbarossa and War in the West (West)

When playing War in the West, the Axis player must amass the following army in Poland before 7/4/41:

18x	10-8 Armor Divisions
15x	8-8 Mechanized Infantry Divisions
7x	3-8 Armor Brigades
110x	6-5 Infantry Divisions
9x	6-3 Infantry Divisions
3x	(1)5 Railroad Repair Units
26	Air Points (Eastern Front)

At the beginning of 7/4/41 these troops will be removed from Poland. If there are not enough of one type of unit, but there are extra of a superior unit, then the superior unit will be substituted (e.g., a 10-8 substituted for an 8-8). If there are not enough mechanized or Railroad Repair Units, then two 6-5 infantry divisions will be substituted for each missing unit. If , even after substituting, there are not enough units in Poland, then the remaining units plus a fifty percent penalty will have to be removed from the rest of the mapboard.

Beginning in 5/1/41, a notice will appear at the start of each Axis reinforcement phase informing the Axis player on how many units he has in Poland and how many more he needs.

18.0 U-Boat War (Europe/West)

18.1 Effect of U-Boat War on Allied Reinforcements

The U-Boat War determines when the Allied player will receive reinforcements (except for French reinforcements which are not affected). Each cycle the U-boat War determines whether the Allied Reinforcements are delayed, advance normally, or advance twice. If the reinforcements are delayed then no reinforcements are received that cycle, and instead the reinforcements scheduled and all future reinforcements are pushed back one cycle. If the reinforcements advance normally then the Allied player receives the reinforcements scheduled for that cycle and all future reinforcements remain on schedule. If reinforcements advance twice, then the Allied player receives the reinforcements scheduled for that cycle along with the reinforcements scheduled for the next cycle one cycle early. Further, all future reinforcements are now scheduled for receipt one cycle earlier. The determination is made based on the year, the number of Axis U-Boats, and a random roll of the die:

Date			Number of U-Boats				
1939	NA	0	1	2-5	6+		
1940	0	1	2	3-10	11-20	21+	
1941	0-2	3-5	6-10	11-15	16-30	31-40	41+
1942	0-10	11-15	16-20	21-30	31-40	41-50	51+
1943-45	0-15	16-20	21-30	31-40	41-50	51-60	61+

Die Roll							
1	A1	A1	A1	D	D	D	D
2	A1	A1	A1	A1	D	D	D
3	A2	A1	A1	A1	A1	D	D
4	A2	A2	A1	A1	A1	A1	D
5	A2	A2	A2	A1	A1	A1	A1
6	A2	A2	A2	A2	A1	A1	A1

D 3= No reinforcements

A1 3= Regular Reinforcements

A2 3= Regular plus next cycle's reinforcements.

18.2 U-Boat Attrition

After determining the effect of the U-Boat War on Allied reinforcements, U-Boats are exposed to attrition.

Date	Number of U-Boats							
1939-41	1-10	11-20	21-30	31-40	41+			
1942	1-10	11-20	21-30	31-50	51+			
1943	1-5	6-10	11-20	21-30	31-40	41-50	51-60	61+
1944-45	1-5	6-10	11-15	16-30	31-50	51-60	61+	

Die Roll	Number of U-Boats Eliminated							
1	1	1	1	1	1	1	2	3
2	-	1	1	1	2	2	3	4
3	-	-	2	2	2	3	3	4
4	-	-	-	2	2	3	3	4
5	-	-	-	-	2	3	4	5
6	-	-	-	-	3	4	5	6

19.0 Allied Reinforcements (Europe/West)

19.1 Allied Cycle

The Allied Cycle consists of U-Boat War, Placement Mode, and Strategic Bombing assignments. U-Boat War was discussed above in Rule 18.0. Assigning Strategic Bombers will be discussed in Strategic Air War, Rule 22.0. Placement Mode, consisting of placing Allied Reinforcements, is described below.

19.2 Allied Placement Mode

A window will appear at the beginning of Placement Mode listing all the reinforcements the Allied player receives. If any of the reinforcements are ground units, a window will appear listing these units which need to be placed on the mapboard. Place the new units in any friendly city or port hex in their home country, by clicking on an appropriate hex. If units can be placed on that hex another window will appear, asking you to select which of the units you wish to place on the hex. Highlight the units you wish to place by clicking on them, and then click on the Accept button. If you cannot or do not wish to place all the units, click on the Done button. At the beginning of the next Reinforcement Phase any units you did not place will appear in the Placement Window.

United Kingdom units which have the word Suez in parentheses next to their name, must be placed in a Friendly supplied port or city hex in Egypt. American units may be placed in any friendly major port hex, which is bot h supplied and out of enemy air interdiction range.

Allied Strategic Air Force Bases (AFB) should be placed in a friendly hex in Major Great Power supply. It will take 2 cycles for the AFB to be come functional. Only one AFB per country will function. AFBs may be moved by Dissolving them during Reinforcement Phase (see Rule 8.2).

20.0 Soviet Production (Europe/East)

20.1 Building Units

The Soviet player expends Personnel Points and Arms Points, and uses Training Centers to build new units and rebuild reduced units. On the to p left side of the Soviet Production Screen the number of Personnel Points, Arms Points, and available Training Centers are

displayed. To build a unit listed in the Production Options window, the Russian player clicks on that unit's Plus button. If the unit can be built, the appropriate points and cadre will be expended and the unit will appear on the reinforcement calendar at the top of the screen. There are four reasons why you might not be able to build a particular unit type: (1) not enough Personnel Points and Arms Points available; (2) you have reached the limit for how many of that type of unit can be built at this time; (3) not enough cadre units available; or (4) no more training centers available.

Notice that next to every Build Button the costs in Personnel Points (PP) and Arms Points (AP) are listed. If you click on the Plus Button this many points will be expended. Notice also that the number of cycles it will take to build the unit is listed, as well as what cadre units are required to build the unit, and how many more units of this type may be built (under Allowed). The Plus Button usually builds more than one unit, as indicated by the first number next to the Plus Button. There is more than one Plus Button for certain units, representing different build options, using different cadre units.

For example, look at the first 4-4 Infantry Corp build option. This build option will build four 4-4 corps at the cost of 2 Personnel Points and 1 Arms Point. Building units often requires cadres (smaller units used for building bigger units) be expended. In this case it will cost twelve 1-4 infantry divisions to build the four corps. Only 75 4-4 infantry corps can be in play at any one point in time, so if there are more than 71 of these corps on the map or already being built, you cannot make any more. Every group build requires the use of an available training center. Thus you can only make as many group builds as you have available training centers each cycle. If you have enough Personnel and Arms points, enough cadres, an available training center, and remaining 4-4 corps that can be built, then clicking on the Plus Button will build the units.

20.2 Personnel Points, Arms Points, and Training Centers

New Personnel Points and Arms Points are generated each turn and added to any remaining from the previous turn. The number of active Personnel Centers, Arms Centers, and Training Centers are listed at the top of the Russian Production Information Screen, which can be accessed by clicking on the Information button. Also listed at the top of the Production Information Screen are the Personnel Multiplier and the Arms Multiplier. The computer multiplies the number of active Centers by the appropriate Multiplier to calculate the number of Personnel and Arms Points.

A Personnel Center is active if it is Soviet-owned and can trace a line of communication through Soviet-owned Russian or Baltic State hexes that are either Russian occupied or not in enemy ZOC, to a Soviet owned Russian hex on the eastern edge of the mapboard. When tracing a line of communications, sea movement may be used between port hexes if there is naval transport capability in the sea. Arms Centers and Training Centers are active if they are on or adjacent to an active Soviet Personnel Center and they can trace a line through repaired Russian rail to Siberia, or if they are in Siberia. Arms Centers and Training Centers can both be moved by rail, and after they are detrained they take two cycles before they can be active again (a D1 or D2 will be displayed next to the Center's description).

Personnel and Arms Multipliers change according to the following schedule based on how many cycles the Soviet Union has been at war:

Cycle of War	Personnel Multiplier	Arms Multiplier
1	3	1
2	2	1
3-18	1	1
19-24	1	2
25-27	2	2
28	2	3
29-31	1	3
even 32-42	0	3
odd 33-43	1	3
44+	0	3

Personnel and Arms Multipliers are also listed in the Reinforcement Screen.

20.3 Soviet Resource Centers

Russia has 5 resource centers, and is reliant on them for oil. For every one of these that is captured by the Germans, Russia loses 10% of its Arms Point production. If Astrakhan is captured and the rail line connecting these centers to Siberia severed, Russia loses 75% of its arms production (Russia can only lose 75% maximum, even if all five centers are captured and Astrakhan taken). If the Russians retake a captured Resource Center, they must rebuild it before it stops reducing their Arms Point production. An option to rebuild the Resource Center will appear in the Soviet Production Screen. It takes three cycles for a Resource Center to be rebuilt.

20.4 Arms Point Production Collapse

During the first five cycles of war, if the Russians lose 100 or more units of any type, then all mapboard arms centers and all arms center moved to Siberia cease producing arms points until the fifth cycle after invasion. Thus, if Germany invades Russia during in 5/3/41, and by 7/4/41 has killed a hundred or more Russian units, then during Strategic cycle 8 and 9, only the 24 permanent arms centers in Siberia would produce any new arms points. However by strategic cycle 10 all arms centers would be producing arms points again. For the first 5 cycles a count of the number of units is kept and displayed in the Soviet Production Information Screen. If the number equals or exceeds 100, the message is changed to "Disrupted." This simulates the devastating effect the German attack had on the Russian economy (beyond that simulated by Arms Centers being moved and sometimes overrun).

20.5 Placing Reinforcements

To place reinforcements click the Place Reinforcements button. A map of the Soviet Union will be displayed. On the map all active Training Centers will appear as brown triangles with numbers in their centers. The number in a triangle represents the number of reinforcements placed on the Training Center that Cycle. The right edge of the screen represents Siberia and the Training Centers located there. At the top right of the screen is a window listing all the reinforcements available to be placed. Click the right mouse button on a Training Center and a window will appear displaying what units are around the Training Center.

Click on a Training Center to place reinforcements there, and then select which unit you wish to place. Reinforcements must be placed one at a time so that no one Training Center has received more than one more unit than any other Training Center. A maximum of three

units can be placed in a Training Center. A unit placed in a Training Center will be placed in the hex the Training Center is in, or in an adjacent hex to conform with stacking limits.

20.6 Obtaining Cadres

To obtain cadres from the mapboard click on the Obtain Cadres button A map of the Soviet Union will be displayed and all active Training Centers will appear as brown triangles. The right edge of the screen represents Siberia and the Training Centers located there. Click the right mouse button on a Training Center and a window will appear displaying what cadres are on or adjacent to the Training Center.

Click on a Training Center to remove cadres from the Training Center hex or adjacent hexes, and then select which units you wish to remove. Units removed to be used as cadres can only re-enter the game by being used as cadres in a larger unit—they cannot be received as reinforcements or railed from Siberia.

Units railed to Siberia or placed in Siberia may be used as cadres. Thus, if you place reinforcements in Siberia, they will still show as available in the cadre box.

20.7 Unit Production Options & Costs

Units	Cadres	Pers	Arms	Cycles	Available
4x 1-4 Inf Div	-	2	1	1	297
4x 1-4 Inf Div	-	3	2	0	297
2x 1-4 Para Div	-	2	2	3	3
4x 1-4 Mountain Div	-	2	2	2	15
4x 1-3 Cavalry Div	-	1	4	1	15
4x 3-5 Mech Inf Bde	-	1	3	4	126
4x 2-5 Armor Bde	-	1	2	4	75
4x (1)10 Anti-Tank Bde		-1	5	1	75
4x 4-4 Inf Corp	12x 1-4 Inf Div	2	1	2	75
4x 4-4 Inf Corp	4x 1-4 Inf BG	3	3	1	75
4x 5-5 Inf Corp	4x 4-4 Inf Corp	2	3	2	90
2x 5-5 Inf Corp	4x 1-5 Inf BG	1	2	1	90
2x 2-3 Cavalry Corp	-	2	5	2	21
4x 2-3 Cavalry Corp	4x 1-3 Cav BG	2	5	1	21
2x 9-6 Mech Inf Corp	6x 3-5 Mech Bde	1	3	3	36
	2x 2-5 Armor Bde				
4x 9-6 Mech Inf Corp	4x 2-6 Mech BG	2	9	2	36
4x 8-6 Armor Corp	12x 2-5 Armor Bde	1	5	2	48
	4x 3-5 Mech Bde				
4x 8-6 Armor Corp	4x 2-6 Mech BG	1	7	2	48
2x 10(1)10 Art Corp	-	3	15	4	45
2x 10(1)10 Art Corp	2x (1)10 Art BG	1	10	3	45
1x (1)1 MSU	-	1	15	2	15
4x (1)1 RR	-	1	5	2	15
2x Training Ctr	-	10	20	4	21
2x Air Points	-	1	15	3	120
2x Air Points	2x Dead AP's	0	13	3	120
2x Air Transport	-	1	20	3	3

21.0 German Production (Europe/West)

German Production allows the Axis player to build new Axis units and rebuild reduced units. Preceding German Production, the Axis player assigns interceptors to attack Allied Strategic Bombers and Strategic Bombing is resolved, and afterwards German Production repairs are attempted on bombing hits (see Strategic Bombing, Rule 22.0).

To view the mapboard, the Axis player should click on the Browse Map button. Click on the U-Boat button to see the results of the U-Boat War, and to see how many U-Boats will be available for next cycle. Click on the Reinforcement button to place reinforcements in Placement Centers on the mapboard and click on the Obtain Cadres button to remove units for use as cadres in the production process.

21.1 Building Units

The Axis player builds units by expending Production Points and sometimes a cadre. To build a unit listed in the Production Options window, the Axis player clicks on that unit's Plus button. If the unit can be built, the appropriate points and cadre will be expended and the unit will appear on the reinforcement calendar at the top of the screen. There are four reasons why a unit could not be built: (1) there are not enough Production Points; (2) the unit requires a cadre that is not available; (3) the maximum number of this type of unit is already in play; or (4) there are not enough Production Points left to be spent on this category (land, air, or sea). Cadres are units that are used to build other units. Available cadres are listed at the bottom left of the Production Screen. If you wish to change a build selection, click on the unit's Minus button, and the build will be reversed.

When playing War In Europe, the Axis must spend a 30% minimum of Production Points on air force. The Germans cannot spend more than 50% of their Production Points on air force, and not more than 30% of their Production Points on naval builds. This does not apply when playing War In the West.

21.2 Repairing Production Centers

In addition to building units, the Axis player may spend production points on repairing captured or recaptured Production Centers. If a Production Center hex is occupied by enemy units and then recaptured by Axis units, or if a Production Center is captured for the first time as with Lille and Brussels, then repairing this center will appear as a Build Option under the Production Options Menu. It will cost 10 Production Points and take 2 cycles to rep air a Production Center.

21.3 Upgrading Combat Results Table

The Axis player may spend production points to upgrade the Combat Results Table (see 13.8, Determining which Combat Results Table) by one.

The computer determines the cost by aggregating the cost of all ground units on the mapboard and currently being built, including IRs and MRs, and multiplying this figure by 20% for production points and 10% for personnel points. Added to this figure is 20% of any production and 10% of any personnel points saved beyond the needed to pay for upgrading the CRT. The cost can be paid off all in one cycle (presumably after saving production points for a number of cycles previously) or by paying a portion each cycle. The upgrade to the CRT will only take effect after the total has been paid in full, and lasts only for that calendar year. If the cost is not paid in full, any Production and Personnel Points spent will carry over to the next year's upgrade effort. If the Axis player decides to upgrade the CRT, he should plan on doing so on the first cycle of the year so as to enjoy the benefits for the next 13 cycles. The upgrade to the CRT works in all climates and seasons, moving the Axis up one CRT level. Note, however, that CRT 1 is the highest CRT level, and an upgrade will not affect this.

21.4 East Production Penalty (West)

When playing War In the West, a set number of production points are subtracted each cycle beginning in 8/1941. This East Production Penalty (EPP) is meant to simulate the resources spent on the war with the U.S.S.R. If Personnel Points are being used, the Personnel Point East Penalty is determined by taking the percentage of the EPP out of total new Production Points, and then multiplying that by the new Personnel Points.

21.5 Personnel Points (Option)

German Personnel Points are an optional rule. Personnel points are determined by multiplying the number of available Placement Centers by the Personnel Multiplier, and then adding any Personnel Points from Looting. Personnel points can be spent or saved just as Production Points, but there is no minimum or maximum that can be spent on Air, Navy or Ground forces as with Production Points.

21.6 Production Information

Click on the Production Info button to view in detail the status of German Production. Production Points are generated each turn by Axis Manufacturing Centers and Resource Centers. Whichever is fewer, the number of Manufacturing or of Resource Centers, is multiplied by the Production Multiplier. Added to this is the number of Looted Production Points, and the sum is the number of Production Points generated that cycle. (When playing War in the West, the East Production Penalty is subtracted). The number of new Production Points is added to any Production Points not spent the previous cycle.

The Production Info Screen graphically shows each Manufacturing and Resource Center. If the center is available and operational, the box is white, else it is gray.

Available Production Centers are Production Centers that are either owned by the Axis player, or made available to the Axis by a neutral country. The Production Center must be able to trace a connected rail line to Germany, or in the case of Swedish Resource Centers, a rail and sea line.

Operational Production Centers are Production Centers that have not been damaged by Strategic Bombing or enemy occupation. The Production Info Screen will indicate which centers have been hit by Strategic Bombing. The Axis automatically tries to repair these hits every cycle (see Rule 22.5, Bomb Damage Repair).

Click on the Loot button to see a list of which countries are being looted and for how many Production Points each.

21.7 Availability of Production Centers

Germany begins the game with 18 Manufacturing and 11 Resource Centers within its borders. The remaining 2 Manufacturing Centers, Lille and Brussels, must be captured from France and Belgium, and then Repaired, in order to be used. There are 16 Resource Centers outside of German borders that can be used if conquered of if a neutral country permits. In any case the Axis must be able to trace a rail line from the center to Germany, or in the case of Swedish centers, a rail and sea line.

The three Swedish Resource Centers are available to the Axis from the start of the war. During Snow game turns the Baltic freezes and these centers are only available if the Norwegian port of Narvik is not in enemy hands. If Paris is controlled by the Allies after 1/1/1943, then the Germans no longer have access to the Swedish Resource Centers from a neutral Sweden.

Rumania has five Resource Centers located in Ploesti. Two are available to Germany from the start of the war, and the rest become available in 10/1940.

Unit	Cadre	Pers	Prod	Cycles	Avail	Footnotes
6-10 Motor Inf Div	1-10 Mtr BG	3	2	3	60	1, 3, 4
7-10 Motor Inf Div	6-5 Inf Div	-1	2	4	60	1, 3, 4
7-10 Motor Inf Div	8-8 M. Inf Div	0	0	2	60	1, 3, 4
7-10 Motor Inf Div	2-10 Mtr BG	1	2	2	60	1, 3, 4
8-8 Mech Inf Div	6-5 Inf Div	-1	2	4	60	1, 4
8-8 Mech Inf Div	2-8 M. Inf BG	1	2	2	60	1, 4
8-8 Mech Inf Div	7-10 Mtr Div	0	0	2	60	1
8-8 Mech Inf Div	6-10 Mtr Div	-1	1	4	60	1
3-8 Armor Bde	1-5 Inf BG	-3	1	3	12	
10-8 Armor Div	6-5 Inf Div	-1	5	5	42	1
10-8 Armor Div	8-8 Mech Div	0	3	2	42	1
10-8 Armor Div	2-8 Armor BG	1	4	2	42	1
10-8 Armor Div	2-8 Mech BG	1	4	2	42	1
10-8 Armor Div	3-8 Arm Bde	5	6	5	42	1
10-8 Armor Div	6-10 Mtr Div	-1	4	5	42	1
11-8 SS Mech Div	6-5 Inf Div	1	7	5	15	5
11-8 SS Mech Div	3-8 SS M BG	1	5	2	15	5
11-8 SS Mech Div	6-10 Mtr Div	1	6	5	15	5
13-8 SS Armor Div	6-5 Inf Div	2	10	5	9	5
13-8 SS Arm Div	3-8 SS Arm BG	1	7	2	9	5
13-8 SS Armor Div	3-8 SS M BG	1	7	2	9	5
13-8 SS Armor Div	6-10 Mtr Div	2	9	5	9	5
6(1)5 Artillery Div	1-5 Inf BG	-4	6	4	6	3, 6
6(1)5 Artillery Div	(1)5 Art BG	0	8	2	6	3, 6
4-5 Ukraine Inf Div	-	0	1	1	9	7
4-5 Ukraine Inf Div	1-5 Ukr Inf BG	0	1	1	9	7
(1)1 MSU	-	4	15	4	15	
(1)5 RR	-	1	10	2	15	
x3 Fort	-	0	3	4	36	
Flak	-	1	6	3	144	
Inf Replacement	-	3	3	4	-	
Mech Replacement	-	1	5	4	-	
Air Point	-	2	8	5	171	8
Air Point	Dead AP	0	4	5	171	8
Air Transport	-	1	3	5	18	
U-Boat Fleet	-	1	10	10	84	
Naval Transport	-	4	8	3	9	
Amphibious Fleet	-	1	10	10	9	
Surface Fleet	-	10	10	10	9	
Panzer Double						
10-8 Armor Div &	-3	3	3	10	9	
6-5 Inf Div Panzer Double						
10-8 Armor Div	7	8	4	10	9	

General Note: Battle Groups count against the limit of their full strength unit.

Footnotes:

FN 1. All units marked with this footnote have a total limit of 252. Thus, if there are 252x 6-5 Inf Divs on the map or in production, the Germans cannot build any other FN 1 units.

FN 2. Each 7-5 Airborne Div or BG counts against the 2-5 Airborne Reg limit as 3 units.

FN 3. Optional units from Option 2, Additional Units.

FN 4. All units marked with this footnote have a total limit of 60. Thus, there can only be 60x 8-8, 6-10, or 7-10 Divs or BGs. Note, these units are also limited by FN 1, and therefore impact on the 252 limit.

FN 5. SS Divisions can only be built after 1941.

FN 6. The total limits on German artillery change by year: 0 in 1939; 1 in 1940; 2 in 1941; 3 in 1942; 6 in 1943-45.

FN 7. Optional Ukrainian units from Option 3, Ukraine.

FN 8. AP counter limit in War in the East is 30 APs, reduced by 4 APs on both 13/3/41 and 1/1/43.

FN 9. After France surrenders, but before 6/0/41, the Axis player is given two new production options allowing the Germans to "double" up to ten 10-8 armor divisions, reflecting the splitting of the ten German armor divisions' tanks into twenty armor divisions after the battle for France. These production options remain in effect until used ten times or until 6/0/41. After 5/0 /41, the Panzer double production option is no longer offered.

22.0 Strategic Air War (Europe/West)

The Allies receive three Strategic Bases from reinforcements, and must place each base in a separate country, and in a major supplied hex. A Base takes two cycles to become active after being placed, and can be moved by Dissolving it during Reinforcement Phase (it will take two cycles for the Base to leave the hex, after which it can be placed somewhere new and begin the process again—thus to move a base takes a total of four cycles before it will be operative).

Allied Strategic Bombers and Escort Points are received as reinforcements. Destroyed Bombers can be recycled in ten cycles but at a maximum of one per cycle. The Allied Player can also convert Escort Points to APs and APs to Escort Points.

The Axis player's Interceptors are APs transferred from tactical operations. The Axis player can also make use of Flak points which are produced during German Production. Flak may be moved by rail to Manufacturing Centers and Resource Centers outside of Germany. Flak units do not affect normal stacking, but have a limit of their own. No more than 6 flak units may be left in a hex at the end of any phase. Flak shoot down Bombers, but also add their defense strength of 1 to the hex if attacked.

22.1 Allied Strategic Bomber Allocation and Targeting

During Allied Strategic Bomber Allocation and Targeting, the Allied player assigns any reinforcements to a Base, and then targets German Manufacturing and Resource Centers, and assigns Bombers and Escorts to those attacks.

Reinforcements are listed at the top of the screen, and the Allied player may assign them to any active base by clicking on the Up button next to the total number of Bombers or Escorts in the Base Box. To review the results from last cycle's bombing, click on the Bombing Results button. To browse the map, click on the Browse Map button.

Turkey has one Resource Center that is available to the Axis player from the start of the war.

Russia has five Resource Centers, one of which is available to Germany after the Occupation of Poland, until the Soviet Union is invaded.

Iraq has two Resource Centers. These are only available to Germany if (like any other center) the Axis player captures them, can draw a rail line from them to Germany, and Repairs them.

21.8 Production & Personnel Multipliers

The Production Multiplier varies as follows:

DATE	Mult	DATE	Mult
9/39	0	13/43-1/44	11
10/39-11/39	2	2/44-3/44	12
12/39-13/39	3	4/44-5/44	13
1/40-11/41	4	6/44-7/44	14
12/41-13/41	5	8/44-9/44	15
1/42-12/42	6	10/44-11/44	16
13/42-1/43	7	12/44-13/44	17
2/43-3/43	8	1/45-2/45	18
4/43-10/43	9	3/45-4/45	19
11/43-12/43	10	5/45+	20

The Personnel Multiplier varies as follows:

DATE	Mult
1939-1940	4
1941-2/44	3
3/44-7/44	2
8/44-1945	1

The Multipliers are also listed in the Reinforcement Screen.

21.9 Looting

The Axis player may Loot the following countries:

Country	Production	Personnel (Optional Rule)
United Kingdom	60	0
Belgium	2	8/13
France	10	4
Denmark	1	8/13
Switzerland	2	1
Italy	5	16/13
Poland	2	1
Yugoslavia	1	11/13
Soviet Union	40	0
Greece	1	0
Netherlands	0	8/13
Norway	0	8/13
Spain	0	16/13
Sweden	0	1

The Axis player must have Occupied the country and have a unit in supply in the country's capital.

France need not be occupied, but an Axis unit must be in Paris and Paris must be connected to Germany by rail. Russia does not have to be Occupied to be looted, but it must have surrendered. Italy is looted after it surrenders to the Allies for as long as there is a German unit in Rome. The Axis player may not Loot any country after 13/1942, except Italy, Great Britain, Spain, and the Soviet Union.

21.10 German Economic Collapse

If during any Strategic Cycle the German economy cannot produce at least one new Production Point, the German economy collapses permanently. Manufacturing Centers cease being a Supply Source, German Air, Naval, and U-Boat forces can no longer be used, Germany can no longer produce new units, and all units under construction are destroyed. This rule does not apply when playing the 1945 scenario.

21.11 Placing Reinforcements

To place reinforcements click the Place Reinforcements button. A map of Germany will be displayed. On the map all Placement Centers will appear as brown triangles with numbers in their centers. The number in a triangle represents the number of reinforcements placed on the Placement Center that Cycle. At the top right of the screen is a window listing all the reinforcements available to be placed. Click the right mouse button on a Placement Center and a window will appear displaying what units are in the hex.

Click on a Placement Center to place reinforcements there, and then select which unit you wish to place. Reinforcements must be placed one at a time so that no one Placement Center has received more than one more unit than any other Placement Center. A maximum of two units can be placed in a Placement Center each cycle.

21.12 Obtaining Cadres

To obtain cadres from the mapboard click on the Obtain Cadres button. A map of Germany will be displayed and all Placement Centers will appear as brown triangles. Click the right mouse button on a Placement Center and a window will appear displaying what units are in the hex.

Click on a Placement Center to remove cadres, and then select which units you wish to remove. Units removed must be used as cadres in the production process—they cannot be received later as reinforcements.

21.13 Unit Production Options & Costs

Unit	Cadre	Pers	Prod	Cycles	Avail	Footnotes
1-5 Infantry BG	-	7	4	3	252	1
6-5 Infantry Div	1-5 Inf BG	3	2	3	252	1
6-3 Security Div	1-5 Inf BG	3	2	2	18	1
(5)1 Static Div	1-5 Inf BG	1	1	2	39	1
2-3 Cavalry Div	1-5 Inf BG	2	2	4	3	
2-5 Para Reg	1-5 Inf BG	-2	3	4	18	2
7-5 Para Div	2-5 Para BG	3	6	3	6	2
5-5 Mountain Div	1-5 Inf BG	4	2	4	9	1, 3
4-5 Air-Landing Div	1-5 Inf BG	4	4	4	6	1, 3
3-10 Motor Inf Bde	1-5 Inf BG	-3	1	3	12	3
6-10 Motor Inf Div	6-5 Inf Div	0	1	4	60	1, 3, 4

The Allied player is allowed to assign up to three strikes per Base, and each Base has three corresponding Strike Boxes. To target a German Manufacturing or Resource Center, click on a Target button in a Strike Box. Clicking the Target Button will bring you into the mapboard. Manufacturing and Resource Centers are displayed at all zoom levels, allowing you to find them more easily. Click on the hex you wish to bomb and a window will appear telling you how many hexes it is from Base, whether it is in Bombing Range, and whether it is in Escort Range. Bombing Range is always 50 hexes, while Escort Range changes depending on the date. (The Allied Reinforcement Screen lists the Escort Range for each cycle). If it is in Bombing Range, click on the Accept button and you will have targeted the hex. You can target rail hexes that have no Manufacturing or Resource Centers in the hope of cutting the rail line.

After targeting a hex, assign bombers and escorts to the strike by clicking on the Up button in the Strike Box. Even if a bombing target is beyond Escort Range, assigning escorts still might be useful, as the German Interceptors might intercept the bombers in Escort Range. Click on the Done button when you have finished assigning all your strikes.

22.2 German Interceptor Assignments

German Interceptors are assigned to the three air fronts. Within each air front the Axis player assigns German interceptors to intercept strikes from different Allied Bases. The Intercept Screen only shows one front at a time. The Axis player may view the different fronts by clicking on the appropriate button—West, East, or South—at the top of the screen. Each front's Intercept Screen will list any attacks on targets in that front, from which Allied Base the attack comes, and whether it is in Escort Range.

However, the Intercept Screen will not tell the Axis player which strike from the Base will hit the target. Thus, if the Allied player had targeted Berlin from Base 1 with Strike B, the Intercept Screen will tell the Axis player that Berlin has been targeted by Base 1, but not with which strike. Even if the Allied player has three strikes from Base 1 in the Eastern front, the Axis player cannot be sure which target corresponds with which strike number (the targets are reported in random order).

The Axis player assigns Interceptors to attack Strike A, B, or C from Base 1, 2, or 3 in each front. The Axis player must also decide whether to assign the Interceptors to attack Within Escort or Beyond Escort. If all the Allied attacks that the Interceptors might intercept

Interceptor v. Escort-Escort v. Interceptor									
Die	**Number of Attacking Air Points**								
Roll	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
2	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	1	1	1	2	2
4	-	-	-	-	1	1	1	2	2	3
5	-	-	1	1	1	2	2	3	3	3
6	-	1	1	2	2	2	3	3	3	4
7	1	2	2	3	3	3	4	4	4	5
8	-	1	1	1	2	2	2	3	3	3
9	-	-	1	1	1	2	2	2	3	3
10	-	-	-	-	1	1	1	2	2	2
11	-	-	-	-	-	1	1	1	2	2
12	-	-	-	-	-	-	-	-	-	-

are Beyond Escort Range, then the Axis player can confidently place his Interceptors in Beyond Escort, knowing this will not prevent him from intercepting an Allied strike, and that Allied escorts will not be able to interfere. Interceptors in Beyond Escort will never have to fight Allied escorts, but will also never intercept an Allied strike that is within escort range.

The Target Bombers radio button allows the German player to choose whether to target Allied Bombers or Escorts first in each front. If the radio button is on, the Interceptors will first target the Allied Bombers first. If the radio button is off, the Interceptors will first target Allied Escorts.

Interceptor v. Bomber: Bomber v. Interceptor

Die Roll	Number of Attacking Air Points									
	1	2	3	4	5	6	7	8	9	10+
2	-	-	-	-	-	-	-	-	-	-
3	-	-	.	.	1	1	1	1	1	1
4	-	-	1	1	1	1	1	1	1	2
5	-	1	1	1	1	1	1	2	2	2
6	1	1	1	1	1	2	2	2	2	2
7	1	1	1	2	2	2	2	2	3	3
8	1	1	1	1	1	1	2	2	2	2
9	-	1	1	1	1	1	1	1	2	2
10	-	-	1	1	1	1	1	1	1	1
11	-	-	-	-	-	1	1	1	1	1
12	-	-	-	-	-	-	-	-	-	-

22.3 Strategic Bombing Combat and Resolution

Strategic Bombing is resolved before German Production. Each Allied strike number is compared to the corresponding intercept number. If there are German Interceptors assigned to an Allied Strike number, combat ensues.

Any German Interceptors that are in the Within Escort box are engaged first. Allied escorts (if there are any) attack the German Interceptors. Surviving Interceptors attack Allied Bombers and/or Escorts, and then surviving Bombers attack the Interceptors. If the target is Beyond Escort Range, and there are German Interceptors in the Beyond Escort box, then these Interceptors attack the Bombers and are themselves attacked by the Bombers.

Strategic Bombing Results Table

Die Roll	Accuracy Columns																	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	-	-	-	-	-	-	-	-	-	-	-	-	RC	RC	RC	RC	RC	RC
2	-	-	-	-	-	-	-	-	RC	RC	RC	RC	RC	RC	RC	RC	RC	RC
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	T
4	-	-	-	-	-	-	-	-	-	-	-	-	-	T	T	T	T	T
5	-	-	-	-	T	T	T	T	T	T	T	T	T	T	T	T	T	T
6	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	T	T

This table is used for each surviving bomber. RC= Resource Center Damaged; MC= Manufacturing Center Damaged; T= Transportation Hit.

The result is the number of Interceptor or Escorts eliminated. Note that the die roll is obtained by adding two random generated numbers from 1-6, and therefore the odds are weighted toward the numbers in the middle.

The result is the number of Bombers or Interceptors eliminated.

Surviving Bombers each attack the target. If the target has more than one Production Center, the Bombers split into two groups and attack two o f the Production Centers. Finally, any Flak in the hex attacks the Bombers. If at least one bomber successfully hits its target, Allied Bombing Accuracy improves by one.

Flak Results Table

Number of Bombers

Flak	1-5	6	7	8	9	10+
1-2	1/6	1/6	1/6	1/6	1/6	1/6
3	1/6	1/6	1/6	1/6	1/6	2/6
4	1/6	1/6	1/6	1/6	2/6	2/6
5	1/6	1/6	2/6	2/6	2/6	2/6
6	1/6	2/6	2/6	2/6	2/6	2/6

Number indicates the chance 1 Bomber will be eliminated due to Flak.

A Manufacturing or Resource Hit will only have an effect if the corresponding Production Center is in the hex. A Transportation Hit will neutralize one Production Center in the hex (of either type), and will cut the rail lines in the hex. Rail lines cut by a Transportation Hit cannot be repaired by a Railroad Repair unit, but only by Bomb Damage Repair conducted every cycle.

22.4 German Transfer of Air Assets

After Strategic Bombing is resolved, the Axis player assigns APs to Interceptor fronts in preparation for the next Strategic Cycle. The Axis player may only have a certain percentage of Axis APs in each Front acting as Interceptors. This percentage changes depending on the date, but is listed at the top of the Transfer Box. The Axis player must decide how many (if any) APs he wants to assign as Interceptors to each front, up to the maximum percentage for that front. Non-German Axis APs are included when calculating the maximum number of APs that are available as Interceptors in each front, however the total number of Interceptors assigned cannot exceed the number of German APs in that Front. APs assigned to be interceptors do not participate in tactical air operations over the next cycle. The Interceptor Percentage for each cycle is indicated in the Axis Reinforcement Screen.

22.5 Bomb Damage Repair

At the conclusion of German Production, the Axis attempts to repair each Bombing Hit. A window will appear telling the Axis player the results of the Repairs.

The following table is used for each hit:

Die Roll:	1	2	3	4	5	6
Repaired:	T	T	T	MC	MC	RC & T

22.6 Allied Transfer of Strategic Bombers and Escorts

During the first Joint Air War turn of each cycle, the Allied player may transfer Strategic Bombers and Escorts between Air Force Bases. Escorts may be converted to APs and transferred to operate in a tactical air front. A limited number of APs from tactical air fronts

may be transferred to Bases to act as Escorts. The number of APs that may be transferred to serve as escorts varies according to the Allied Reinforcement schedule—this number is listed as Transfers.

23.0 Partisans

23.1 Partisan Cadres

Partisan Cadres' only purpose is to become Partisan Units. Partisan Cadres do not own the hex they are in, and do not affect Axis units in anyway. Thus, Axis units can enter or leave a hex with a Partisan Cadre in it at no extra movement cost and can trace supply through hexes with Partisan Cadres. If the Axis player is attacking enemy units in a hex with Partisan Cadres, the Partisan Cadres do not add their defense strength to the battle, and are not affected by the combat results. Partisan Cadres do not count against stacking limits and are always in supply.

The Axis player may attack Partisan Cadres during combat phase if no other enemy non-cadre units are in the hex. Partisan Cadre Combat modifies the Combat Results Tables so that an Exchange, 1/2 Exchange, or Defender Eliminated, will now result in a Defender Eliminated, and any other result will have No Effect. Thus, attacking units are never affected by Partisan Cadre Combat. The Axis player never has to attack Partisan Cadres, even if he has units in the same hex with them.

23.2 Partisan Units

Partisan Units do not actually occupy the hex they are in, nor do they own the hex. Thus Axis units are free to move or remain in a hex with a Partisan Unit. Partisan Units do project a ZOC into the hex they are in, although not into adjacent hexes. This ZOC is negated if an Axis unit is currently occupying the hex, but otherwise functions in all ways as an Allied ZOC for all purposes, such as slowing Axis movement and blocking Axis sup ply, rail movement, and retreats.

For example, if a Partisan Unit is in an Axis rail hex and the hex is not occupied by an Axis unit, the Axis player could not trace supply through the rail, could not rail a unit through the hex, and could not trace supply from a unit into or through that hex. The rail line would not be cut, as the Partisan Cadre cannot actually own the hex and therefore cannot cut the rail line.

If during Movement Phase an Axis unit approached the hex, it would cost the unit two extra MPs to enter the hex (because of the ZOC), but it would take no extra MPs to leave the hex as the Allied ZOC is negated while the Axis unit is in the hex. If the Axis unit remained in the hex, the Partisan Unit would not project a ZOC and the Axis player could rail units and trace supply through the hex normally.

The Axis player may attack Partisan Units in the same way as he attacks other enemy units. The only difference is that Partisan Units are not affected by Defender Retreat and Both Retreat results. When a hex with Partisan Units stacked with friendly units is attacked, the Partisan Units add their defense strength to the battle, and share in the effects, except for retreats.

Partisan Units can never leave the country in which they are placed. Partisan Units cannot move into a hex with an enemy ZOC. Partisan Units do not count against stacking and are always in supply.

23.3 Allied Partisans

To view how many Allied Partisan Cadres are available, the status of the Axis Garrison in Axis occupied countries, and information concerning Yugoslavian and Italian partisans, click on the Partisan button in the Reinforcement Screen.

The Allied player may have up to 21 Partisan Cadres or Units in play at any point in time. The Allied player may place Partisan Cadres during Reinforcement Phase in the following

countries if they are or were Occupied by the Axis: France, Spain, UK, Poland, Turkey, Norway, Sweden, Switzerland, Greece, Portugal, Eire, Belgium, Netherlands, or Denmark. The Partisan Cadre must be placed in an Axis owned hex, but not in a hex occupied by an Axis unit, nor in an Axis ZOC. The number of Partisan Cadres that the Allied Player may place in any one of these countries is determined by the Axis Garrison in that country:

COUNTRY	AXIS GARRISON
France, Spain, United Kingdom	30 Divisions
Poland, Turkey	15 Divisions
Norway, Sweden, Switzerland	10 Divisions
Greece, Portugal, Eire	5 Divisions
Belgium, Netherlands, Denmark	2 Divisions

For every division less than the Axis Garrison that the Axis player has, the Allied player may place a Partisan Cadre in that country (assuming he has enough available Partisan Cadres and can find a valid hex). If the Allied player has a ground combat unit in one of these countries, then Liberation is Imminent for that country, and the Allied player may place as many Partisan Cadres in the country as he has available. The Allied player may not place any Partisan Cadres in France while the Vichy government exists. To place a Partisan Cadre during Reinforcement Phase simply click on a valid hex and select the appropriate option. Click on the Partisan button in the Reinforcement Screen to see the status of the Axis Garrison in each country and to find out how many cadres may be placed in each country.

After Italy surrenders there is a 1/6 chance per turn that the Allied player can place a Partisan Cadre in Italy. If the Allied player can place an Allied Partisan Cadre in Italy that turn, this will be indicated in the Partisan Window (click on the Partisan button in the Reinforcement Screen), or click on a valid Italian hex to see if you are allowed to place a cadre in Italy.

The Allied player may attempt to convert each Partisan Cadre into a Partisan Unit once per turn during Reinforcement Phase. The chance for conversion is 1/6. To convert a Partisan Cadre to Partisan Unit during Reinforcement Phase, click on the hex and select that option. Do this once for each cadre in the hex.

23.4 Yugoslavian Partisans

Yugoslavian partisans are controlled by the Allied player, but do not count against the limit of 21 partisans that he may place. When Yugoslav units are eliminated they are replaced with Allied Partisan Cadres. When Yugoslavia surrenders, all remaining units are eliminated and replaced with partisan cadres. The Axis player cannot attack Yugoslavian Partisan Cadres until the first Yugoslavian Partisan Unit has formed.

The Allied player converts Yugoslav Partisan Cadres into Partisan Units the same as with Allied Partisans, except there is a limit on the number of conversion attempts allowed a turn:

1939-1940	0 attempts/turn
1941	1 attempt/turn
1942	2 attempts/turn
1943-1945	3 attempt/turn

Each attempt has a 1/6 chance of success.

Beginning in 1943 the Allied player may attempt once per turn to convert a Yugoslav Partisan Unit into a 2-5 Yugoslav Partisan Division. This is done during Reinforcement Phase by clicking on the hex with the Partisan Unit in it, and selecting the appropriate option. The chance of success is 1/6.

23.5 Soviet Partisans

The Soviet Union is limited to 36 partisans that it may have on the mapboard at any one time (this number is reduced when a cadre is permanently eliminated while attempting to convert to a unit). The Soviet player may make two attempts each four game turns (cycle) to place a Partisan Cadre. Cadres are placed during Reinforcement Phase in an Axis owned hex, not occupied by or in the ZOC of an Axis unit. The chances of successfully placing a cadre depend on whether the hex is within 6 hexes of a supplied Soviet hex, and on the terrain of the hex:

	Clear	**Swamp/Forest**	**Rough/Mountain**
within 6 of supplied hex	1/6	3/6	5/6
Beyond 6 of supplied hex	None	1/6	2/6

Also during Reinforcement Phase, existing cadres can be converted to Partisan Units. The Soviet player may attempt to convert each cadre once per turn. A cadre within 6 hexes of a supplied Soviet hex has a 3/6 chance of converting to a Partisan Unit. A cadre that is not with 6 hexes of a sup plied Soviet hex has a 1/6 chance or converting to a Partisan Unit, and if it fails it is permanently eliminated (the number of partisans the Soviet player may have on the mapboard is reduced by one).

To see how many Partisan Cadres are available to be placed, and how many placement attempts may still be made that cycle, go to the Reinforcement Screen and click on the Partisan button.

23.6 Free French Units

Once per Reinforcement Phase, the Allied player may attempt to convert a French Partisan Unit or a friendly Vichy French unit into a Free French 2 -10 infantry or 2-8 armor battle group. The units must be in an Allied hex and in Major Great Power Allied supply. Also, the United States must have available replacement points in that front. The chance of the conversion succeeding is 1/6. If the conversion is successful, the U.S. expends one replacement point of the appropriate type. Free French battle groups can be brought up to full strength 8-10 infantry and 9-8 armor divisions using U.S. replacement points, and, if playing with the Allied Production option, the U.S. receives back the Personnel Points it used to produce the IR or MR.

23.7 Italian Units after Surrender

After the surrender of Italy, the Allied and Axis players have a 1/6 chance every first game turn of a cycle to receive an Italian 2-4 infantry division as a reinforcement. The division must be placed in a friendly Italian city hex.

24.0 Political Status & Political Points (Europe/West)

24.1 Political Status of Countries

Countries are either Neutral, Belligerent, Occupied or Liberated. Neutral countries (including Pro-Axis and Pro-Allied neutrals) cannot be entered without first Declaring War on that country and making it a Belligerent. Belligerent countries are countries at war, and have either sided with the Axis or Allies. If a Belligerent country has not yet Surrendered, it is considered Active. A Belligerent country that has Surrendered, but is not yet Occupied is still a Belligerent, but not an Active Belligerent.

A Belligerent country which has Surrendered becomes Occupied at the end of any game turn in which (1) there are enemy ground combat units with at least Minor Supply in the Belligerent country, and (2) there are no friendly ground combat units with at least Minor

Supply in the country. An Occupied country becomes Liberated at the end of any game turn in which there is at least one friendly ground combat unit in Major Supply in the country. A country may go back and forth between being Occupied and Liberated, and each change will result in a change in Political Points.

Territories, colonies and islands are not Belligerents and therefore cannot be liberated. However, they can be Occupied when (1) all the cities and ports in a territory, colony or island are captured, (2) there are no friendly units in Minor or Major Supply, and (3) there is at least one enemy ground combat unit in at least Minor Supply in the country. Occupation of territories, colonies, and islands does not affect political points, but does give the Occupying power ownership of the hexes and control of the repaired rail.

Go to the Political Screen to view the political status of different countries. Belligerent countries are labeled as either Axis or Allied. Every country, and most territories/colonies are listed, as well as their current status (Neutral, Pro-Axis, Pro-Allied, Axis, Allied, Occupied, Liberated, or what country controls them in the case of colonies). Allied countries are highlighted in blue, while Axis countries are highlighted in gray. To declare war on a neutral country, click on the Declare War button, and then click on the country you wish to attack. To review recent political and military events, click on the News button, and a newspaper with headlines of all the developments in the game will be displayed. You can view the capabilities and limitations of any particular country by clicking the right mouse button on that country.

24.2 Political Points

Axis Political Points key certain events, as well as causing some Axis Powers to become belligerent or to surrender. The following events cause an award or loss of Axis Political Points. Major Powers are defined as Germany, Italy, France, the United Kingdom, the United States, and the Soviet Union. Minor Powers are defined as all other Axis Powers and Allied Nations, all Armed Neutrals, and Denmark.

ACTION BY AXIS:

Violate Neutrality of Major Power:	-5 PP
Violate Neutrality of Sweden or Switzerland:	-20 PP
Violate Neutrality of Spain or Turkey:	-10 PP
Violate Neutrality of any other Minor Power:	-2 PP
Occupy Major Power:	+10 PP
Occupy Minor Power:	+3 PP
Enter Paris:	+5 PP
Enter London:	+10 PP
Enter Egypt:	+3 PP
Enter French North Africa:	+3 PP
Enter Suez:	+2 PP
Enter Moscow:	+5 PP
Enter a Soviet Personnel Center:	+1 PP
Enter a Soviet Resource Center:	+1 PP

ACTION BY ALLIES OR SOVIET UNION:

Violate Neutrality of Major Power:	+10 PP
Violate Neutrality of Sweden or Switzerland:	+20 PP
Violate Neutrality of Spain or Turkey:	+10 PP
Violate Neutrality of any other Minor Power:	+5 PP

Liberate Major Power:	-10 PP
Liberate Minor Power:	-5 PP
Enter Berlin:	-50 PP
Enter German Manufacturing Center (1st Time):	-20 PP
Re-enter Paris:	-5 PP
Re-enter London:	-10 PP
Drive Axis out of Egypt:	-3 PP
Drive Axis out of French North Africa:	-3 PP
Re-enter Moscow:	-5 PP
Re-enter a Soviet Personnel Center:	-1 PP
Re-enter a Soviet Resource Center:	-1 PP
Cause Italy to Surrender:	-5 PP
Enter Rome:	-5 PP

When playing War in the West, Axis Political Points are adjusted to reflect historical events in the East as follows:

8/41	-4 PP	11/42	+3 PP
9/41	+1 PP	13/42	-1 PP
11/41	+2 PP	3/43	-5 PP
12/41	+2 PP	4/43	+1 PP
13/41	+1 PP	6/43	-1 PP
1/42	+1 PP	4/44	-4 PP
8/42	+1 PP	5/44	-1 PP
9/42	+1 PP	6/44	-1 PP
10/42	+1 PP	8/44	-1 PP

25.0 Axis Powers

25.1 Germany

Terr./Colonies:	None.
Supply Centers:	All German Manufacturing Centers are Supply Sources, and this is not affected by Strategic Bombing. If during any Strategic Cycle the German economy cannot produce at least one Production Point, the German economy collapses permanently. If the German economy collapses, Manufacturing Centers cease to be Supply Sources, German Air, Naval, and U-Boat forces can no longer be used, Germany can no longer produce new units, and all units under construction are destroyed. The Axis player may trace supply from a neutral Sweden's rail hexes into Norway, as long as it is not after 1/1/1943 and the Allies own Paris.
Reinforcements:	See German Production, Rule 21.0.
Restrictions:	No more than 10 German ground combat units are allowed in Africa as long as Malta is Allied controlled. Axis units may not move nor attack across the Finnish-Russian border adjacent to the Leningrad personnel centers unless Leningrad is Axis controlled.
Activation:	Germany begins the game at war.
Surrender:	Germany surrenders at the end of any game turn when the Allies and Soviets have captured 15 or more German Manufacturing Centers, or 11 or more German Manufacturing Centers including Berlin.

Navy:	1 German permanent Naval Transport fleet which may operate in the Baltic only. Germany may also build Naval Transport, Amphibious, and Surface fleets which can operate freely in the Baltic, and in the High Seas subject to Allied Naval Interdiction. Only German units may be transported.

Axis Political Points:

Enemy occupies Berlin:	-50 PP
Enemy occupies Manufacturing Center (1st time):	-20 PP

25.2 Italy

Terr./Colonies:	Albania, Libya, Rhodes, Sicily, and Sardinia. Supply Centers: Rome and Milan.
Reinforcements:	According to Axis Reinforcement Calendar.
Restrictions:	No more than 20 Italian ground combat units are allowed in Africa as long as Malta is Allied controlled. In the full **War in Europe** game, Italian units may not enter the Eastern Front if Greece is still neutral (has not been attacked by the Axis or Allies).
Activation:	Italy joins the Axis at the end of any game turn when an Axis unit is adjacent to or in Paris. If, after Poland has surrendered, the French fail to garrison their Italian border so that all ten French border hexes with Italy are in Allied ZOCs, then at the beginning of the Axis reinforcement phase the Axis player will be given the choice of having Italy join the Axis. If the Axis player declines, he may still accept in the future if France continues to fail to garrison its border.
Surrender:	Italy surrenders at the end of the game turn in which (1) no Axis units exist in North Africa, (2) there is at least one Allied ground combat unit in supply in mainland Italy, (3) no Axis units exist in both Sicily and Sardinia, and (4) the Axis Political Point total is 60 or less. Italy will also surrender at the end of any game turn in which Rome is occupied by enemy units.
Navy:	1 permanent Naval Transport fleet in the Central Mediterranean and Adriatic. The Italian navy can also operate in the Western Mediterranean if Gibraltar is captured, and in the Eastern Mediterranean if Alexandria is taken. The Italian navy can operate in the Aegean if Greece is Occupied by the Axis. The Italian navy can transport any Axis unit except Railroad Repair units.
Partisans:	After Italy surrenders the Allied has a 1/6 chance every turn of being able to place a Partisan Cadre in Italy (see Rule 23.3, Partisans). Also, during the first game turn of every cycle after Italy has surrendered, both Axis and Allies have a 1/6 chance of receiving a 2-4 Italian division as a reinforcement to be placed in a friendly Italian city.
Looting:	5 Production; 16/13 Personnel. Italy may be Looted after it Surrenders to the Allies and as long as there is an Axis unit in Rome in supply.

Axis Political Points:

Allies violate neutrality:	+10 PP
Axis violate neutrality:	-5 PP
Allies Enter Rome:	-5 PP
Italy Surrenders to Allies:	-5 PP

25.3 Hungary

Supply Centers:	Budapest.
Reinforcements:	Two 2-4 infantry divisions and one 1-6 armor brigade every third cycle. Upon the Axis invasion of Russia, Hungary receives one 1-10 motorized brigade, one 1-3 cavalry brigade, and two 1-6 armor brigades.
Restrictions:	Units may only enter Hungary, Germany, Poland, Yugoslavia, and the Soviet Union.
Activation:	Hungary joins the Axis when Axis Political Point total reaches 55.
Surrender:	When an enemy occupies Budapest or when Axis Political Point total falls below 25.

25.4 Rumania

Terr./Colonies:	Bessarabia—until it is annexed by the U.S.S.R. after France surrenders.
Supply Centers:	Bucharest.
Reinforcements:	One 2-4 infantry division and 1-3 cavalry division every other cycle, and one 1-6 armor division on the 6th and 12th cycle every year. Upon the Axis invasion of Russia, Rumania receives one 1-10 motorized brigade, one 1-3 cavalry brigade, and two 1-6 armor brigades.
Restrictions:	Units may only enter Rumania, Hungary, Germany, Poland, and the Soviet Union.
Activation:	Rumania joins the Axis when Axis Political Point total reaches 60.
Surrender:	When an enemy unit occupies Bucharest or when the Axis Political Point total falls below 30.
Resource Centers:	There are five resource centers in Ploesti. Two are available from the start of the war, and the rest become available in 10/1940.

25.5 Bulgaria

Supply Centers:	Sofia.
Reinforcements:	None.
Restrictions:	Units may only operate in Bulgaria and within about 4 hexes from the border (the region bound by hexes D4712, H0812, H0828, and D4728).
Activation:	Bulgaria joins the Axis when Axis Political Point total reaches 60.
Surrender:	When an enemy unit occupies Sofia or when Rumania surrenders.

25.6 Finland

Supply Centers:	Helsinki and any Finnish hex that can trace a line of communications through Finnish hexes to Helsinki.
Reinforcements:	Two 4-5 infantry divisions twice a year. Upon activation Finland receives sixteen 4-5 infantry divisions.
Restrictions:	Finnish units may operate only in Finland and approximately 10 hexes into Russia (a line running through hexes F4323, G4309, and G2409) from the Finnish border. Finnish and other Axis units may not move nor attack across the Finnish-Russian border adjacent to the Leningrad personnel centers unless Leningrad is Axis controlled.
Activation:	Finland joins the Axis two game turns after the Axis and Soviet Union are at war.
Surrender:	Finland surrenders when both 1) at least 5 Finnish divisions have been reduced to battle groups or eliminated, and 2) the Axis control fewer than

three Soviet Personnel Centers.

Winter War: In the winter of 1939-1940 the Soviet Union fought Finland in order to grab some land. The Soviets fared badly, and made peace with Finland in exchange for a portion of the border. The game recognizes this historical event by having Finland become a Pro-Axis Neutral and by having the Russians occupy a section of the Finnish border at the end of 2/2/1940.

26.0 Allied Nations

26.1 The United Kingdom

The United Kingdom (UK) forces include units from Great Britain, Canada, Australia, South Africa, and other Commonwealth countries, as well as exiled European forces such as Polish troops.

Terr./Colonies: Gibraltar, Malta, Egypt, Palestine, Trans-Jordan, Cyprus, Iraq, and Iran.

Supply Centers: Any major port in Great Britain. Reinforcements: According to the Allied Reinforcement Calendar and the U-Boat War.

Restrictions: Battle groups may not leave Great Britain until they are at full strength (a division). French and British coordination of armies was poor to nonexistent. The following rules reflect the very real military results of the lack of prewar planning as well as political constraints. Until France surrenders, United Kingdom units in France, Germany, and the Low Countries (the BEF) must remain within five hexes, inclusive, from the High Seas coast at the end of any phase, with the exception of one designated ground unit which can go anywhere in those countries. This Non-BEF unit, will be displayed in the Hex Display window with a (NBEF) following its name. For each four United Kingdom combat units over 21 units in France, Belgium, the Netherlands, Luxembourg, and Germany, the hex limit from the coast is increased by one.

Thus if the United Kingdom has 22-25 combat units in France and the Low Countries, the hex limit is 6 hexes from the coast.

French and United Kingdom forces cannot stack together while in France, Belgium, the Netherlands, Luxembourg, and Germany, except for the one designated ground unit mentioned above.

The computer will prevent the Allied player from moving French or United Kingdom units into the same hex during Initial, Mechanized, and Rail Movement Phases. This rule does not affect retreats or Air Movement.

Activation: UK starts the game at war.

Surrender: The UK surrenders at the end of any game turn in which enemy combat units are occupying London, Liverpool, and Glasgow.

Navy: The UK uses the general Allied Navy which consists of 15 permanent Naval Transport fleets, and Amphibious Assault fleets received as reinforcements. The Allied Navy operates in all seas except the Baltic Sea, Black Sea, and Caspian Sea. If Italy is at war and has not surrendered then the Allied Navy cannot operate in the Adriatic. If the Axis control Gibraltar the Allies cannot operate in the Western Mediterranean Sea; if the Axis control Alexandria then the Allies cannot operate in the Eastern Mediterranean; if the Axis capture both Gibraltar and Alexandria the Allies cannot operate anywhere in the Mediterranean. The Allied Navy

can operate in the Black Sea if Istanbul and the Dardanelles are under Allied control. If the Allied player controls Kristians and or Oslo, the Allied Navy may operate in the mouth of the Baltic (up to the Danish islands). If the Allied player then takes Denmark, and clears a path through the Danish islands for fleets to pass, the entire Baltic will be open to the Allied Navy.

Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	30 divisions
Looting:	60. The United Kingdom may be Looted if Occupied by the Axis and an Axis ground unit is in supply in London.
Production;	0 Personnel.

Axis Political Points:

Occupied by Axis:	+10 PP
Liberated from Axis:	-10 PP
Axis enter London:	+10 PP
Allies retake London:	-10 PP

26.2 The United States of America (USA)

Supply Centers:	Any all-sea map edge hex.
Reinforcements:	According to the Allied Reinforcement Calendar and the U-Boat War.
Restrictions:	None.
Activation:	The Axis automatically declare war on the USA on 13/2/1941, honoring their alliance with Japan.
Surrender:	The U.S.A. does not surrender.

Axis Political Points:

Axis violate neutrality: -5 PPs

26.3 France (the 3rd Republic)

Terr./Colonies:	Morocco, Algeria, Tunisia, Levant States, and Corsica.
Supply Centers:	Paris, Toulouse, and Lyon.
Reinforcements:	According to the Allied Reinforcement Calendar. Reinforcements for cycles after 8/40 consist of 2 APs, 1 IR, and 1 MR.
Restrictions:	French and United Kingdom forces cannot stack together while in France, Belgium, the Netherlands, Luxembourg, and Germany, except for the one designated Non-BEF ground unit. The computer will prevent the Allied player from moving French or United Kingdom units into the same hex during Initial, Mechanized, and Rail Movement Phases. This rule does not affect retreats or Air Movement.
Garrison Req.:	The French must garrison the French-Italian border so that all ten of the French hexes bordering Italy are in Allied ZOCs, otherwise, if Poland has surrendered, Italy may activate as an Axis power.
Activation:	France starts the game at war.
Surrender:	There are two ways France can be forced to surrender, (1) by forcing France to establish a Vichy government and accepting that government, or (2) by refusing the offer of Vichy France and instead occupying both Paris and Bordeaux. If method two is taken and France surrenders, all French units in France and Corsica will be eliminated, but French ground units in its colonies will continue under Allied control.

If instead a Vichy government is established and the Axis player accepts the offer of Vichy France, all French forces are eliminated. The Allied player then has one player turn to evacuate any forces from Vichy France and the Vichy colonies (all the former 3rd Republic colonies) or viol ate the neutrality of Vichy France. The Axis have two full game turns to evacuate their forces from Vichy territory or violate Vichy neutrality. Vichy divisions will be placed in Vichy and its colonies. See Rule 27.10, Vichy France.

A Vichy government is established as follows. At the beginning of any Allied turn in which the Axis occupy Paris, there is a 5/6 chance, minus 1/6 for every three full strength UK divisions in France, that a Vichy government will be established.

Navy:	1 Naval Transport fleet operating in the Western Mediterranean and transporting only French units. This capability is inherited by Vichy France.
Partisans:	Yes (see Partisans, Rule 23.3).

Axis min. garrison: 30 divisions

French partisan units may be converted into Free French units with U.S. replacement points in an Allied Major supplied hex during Reinforcement Phase.

Looting:	10 Production; 4 Personnel. France may be Looted by the Axis if Paris is occupied by a ground unit and Paris is in supply by rail. May not be looted after 1942.

Axis Political Points:

Occupied by Axis:	+10 PP
Liberated from Axis:	-10 PP
Axis enter Paris:	+5 PP
Allies re-enter Paris:	-5 PP

26.4 Poland

Supply Centers:	Warsaw.
Reinforcements:	None.
Restrictions:	APs may only be used on East Front.
Activation:	Poland begins the game at war.
Surrender:	Poland surrenders at the end of the game turn in which Warsaw is occupied by Axis forces. After Poland surrenders the Axis player has two game turns to evacuate all his ground units from Eastern Poland, or violate the Soviet Union's neutrality. Regardless of a Polish surrender, the Axis must be out of East Poland by the end of 11/4/39 or violate Russia's neutrality.
Partisans:	Yes (see Partisans, Rule 23.3).

Axis min. garrison: 15 divisions.

Looting:	2 Production; 1 Personnel.
	Poland may be Looted as long as Axis Occupied and a supplied ground unit is in Warsaw. May not be looted after 1942.

Axis Political Points:	
Axis Occupied:	+3 PP
Liberated from Axis:	-5 PP

26.5 Belgium

Supply Centers:	None. Units are automatically in supply.
Reinforcements:	None.
Restrictions:	Units may not leave Belgium.
Activation:	A violation of The Netherlands' or Luxembourg's neutrality is considered a violation of Belgium's neutrality, although the reverse is not true.
Surrender:	Belgium surrenders at the end of the game turn in which Brussels and Antwerp are occupied by Axis units. If Belgium is attacked by the Allies, it surrenders automatically and immediately.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	2 divisions.
Looting:	2 Production; 8/13 Personnel. Belgium may be looted as long as the Axis Occupied and a supplied ground unit occupies Brussels. May not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

26.6 The Netherlands

Supply Centers:	None. Units are automatically in supply.
Reinforcements:	None.
Restrictions:	Dutch units may not leave The Netherlands.
Surrender:	The Netherlands surrenders at the end of the game turn in which Rotterdam is occupied by an Axis unit.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	2 divisions.
Looting:	0 Production; 8/13 Personnel. The Netherlands may be looted as long as Axis Occupied and the Hague is occupied by a ground unit in supply. May not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

26.7 The Soviet Union

Terr./Colonies:	Eastern Poland in 1939. Estonia, Latvia, and Lithuania on 11/3/1939. Portions of the Finnish border after 2/2/1940. Bessarabia after France surrenders or by 7/1940.
Supply Centers:	All Personnel Centers and rail supply from Siberia. Russian Major Supply Heads have only 6 MPs range rather than 10 MPs.

Reinforcements:	According to Soviet Production when under player control. When neutral and under computer control, the Soviet Union receives and places reinforcements every cycle.
	On 11/1/1941 twelve 5-5 corps, eight 2-5 and four 3-5 brigades, and one 10-1-10 corps become available in Siberia. (Soviet Intelligence had discovered Japanese plans for a Pacific offensive, freeing Russian troops deployed against Japan.)
War Deployment:	Three 1-4 infantry divisions in every Personnel Center during Reinforcement Phase of the first turn of war, two 1-4 infantry division in every Personnel Center on the second turn, and one 1-4 infantry division in every Personnel Center on the third turn.
Restrictions:	None.
Activation:	If the Axis player has not attacked the Soviet Union by 7/1941, the computer passes control of the Soviet Union to the Allied or Soviet player. The Soviet Union cannot enter the war of its own volition until 6/1/1942, but in the meantime, if not attacked by the Germans, it can conduct Peace Time Production, and move its forces.
Surrender:	If the Axis occupy all 18 Soviet Personnel Centers on the mapboard, the Soviet Union surrenders.
Navy:	3 Naval Transport in the Baltic Sea; 3 Naval Transport in the Black Sea; 3 Naval Transport in the Caspian Sea. If Leningrad is captured the Soviet player loses his Baltic Sea Naval Transport capacity permanently. If the Axis capture Sevastapol, the Soviet Union loses its Black Sea transport capacity, and the Axis player attains a 1 Naval Transport Capacity in the Black Sea. If the Soviet Union retakes Sevastapol, he regains his Naval Transport Capacity and the Axis loses his. The Black Sea Naval Capacity is zero f or four turns after Sevastapol changes hands.
Resource Centers:	Russia has five Resource Centers, one of which is available to Germany after the Occupation of Poland, until the Soviet Union is invaded.
Partisans:	Yes (see Partisans, Rule 23.5).
Looting:	40 Production; 0 Personnel. The Soviet Union may be Looted after it surrenders and Moscow is occupied by a supplied ground unit.

Axis Political Points:

Neutrality Violated:	-5 PP
Occupied by Axis:	+10 PP
Liberated from Axis:	-10 PP
Axis enter Moscow:	+5 PP
Axis enter Personnel Center:	+1 PP
Axis enter Resource Center:	+1 PP
Russians re-enter Moscow:	-5 PP
Russians re-enter Personnel Center:	-1 PP
Russians re-enter Resource Center:	-1 PP

27.0 Armed Neutrals

27.1 Eire

Supply Centers:	None. Units are automatically in supply. Reinforcements: None.
Restrictions:	Units may not leave Eire.
Surrender:	Eire surrenders when an enemy unit occupies Dublin.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	5 divisions.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.2 Greece

Terr./Colonies:	
Crete Supply Ctr:	Athens and Thessalonika.
Reinforcements:	Greece receives the following units during its first Reinforcement Phase after becoming a belligerent or when German units enter Yugoslavia or Albania: nine 3-4 infantry divisions, and two 1-3 cavalry brigades.
Restrictions:	None.
Surrender:	When both Athens and Salonika are occupied by enemy units, Greece surrenders. All Greek units are eliminated except those on Crete. Greek naval capacity is inherited by whomever occupies Greece.
Navy:	1 permanent Naval Transport fleet which can be used any where in the Aegean. Naval capacity inherited by occupying power.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	5 divisions.
Looting:	1 Production; 0 Personnel. Greece may be looted if Axis Occupied and supplied ground unit in Athens. May not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.3 Norway

Supply Centers:	Oslo. (The Axis player may trace supply from a neutral Sweden's rail hexes into Norway, as long as it is not after 1/1/1943 and the Allies own Paris.)
Reinforcements:	During its first Reinforcement Phase after becoming a belligerent, Norway receives one 3-4 infantry division in each of the following ports that have not been occupied by the enemy: Oslo, Narvik, Stavanger, Trondheim, and Bergen.
Restrictions:	None.
Surrender:	Norway surrenders when all its ports are captured. It is defined as occupied when there are no friendly ground units in Norway.

Partisans: Yes (see Partisans, Rule 23.3).

Axis min. garrison: 10 divisions.

Looting: 0 Production; 8/13 Personnel. Norway may be looted when Axis
                      Occupied and Oslo occupied by supplied ground unit. May not be looted
                      after 1942.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.4 Portugal

Supply Centers: None.

Reinforcements: During its first Reinforcement Phase after becoming a belligerent,
                      Portugal receives the following units: two 1-4 infantry divisions and one
                      1-3 cavalry division.

Restrictions: Units may not leave Portugal.

Surrender: Portugal surrenders when Lisbon is occupied by the enemy.

Partisans: Yes (see Partisans, Rule 23.3).

Axis min. garrison: 5 divisions.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.5 Spain

Terr./Colonies: Spanish Morocco. Tangiers is occupied in 6/3/1940.

Supply Centers: Madrid.

Reinforcements: One eliminated ground unit per turn.

Restrictions: Units may only enter Spain, Portugal, Spanish Morocco, Morocco,
                      Algeria, Tunisia, Andorra, and Gibraltar. APs must remain in the South
                      Front.

Activation: Spain join the Axis when the Axis Political Point total reaches 75. A
                      Declaration of War on Andorra is a violation of Spanish neutrality.

Surrender: Spain surrenders when Madrid is occupied by the enemy.

Navy: 1 permanent Naval Transport fleet which may operate any where in the
                      Western Mediterranean and also in Map A of the High Seas (any port in
                      Spain, Portugal, Morocco, or Spanish Morocco). May only be used to
                      transport Spanish units, though may carry Axis Supply.

Partisans: Yes (see Partisans, Rule 23.3).

Axis min. garrison: 30 divisions.

Looting: 0 Production; 16/13 Personnel. Spain may be looted after it surrenders
                      to Allies (or alternatively is Axis Occupied) and Madrid is occupied by
                      a supplied ground unit.

Axis Political Points:

Axis violate neutrality:	-10 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.6 Sweden

Supply Centers:	Stockholm. (The Axis player may trace supply from a neutral Sweden's rail hexes into Norway, as long as it is not after 1/1/1943 and the Allies own Paris.)
Reinforcements:	During its first Reinforcement Phase after becoming a belligerent, Sweden receives the following units: five 4-4 infantry divisions and three 1-3 cavalry divisions.
Restrictions:	None.
Surrender:	Sweden surrenders when all Swedish units have been eliminated.
Resource Centers:	Sweden has three Resource Centers that are available to the Axis from the start of the war. During Snow game turns the Baltic freezes and these centers are only available if the Norwegian port of Narvik is not in enemy hands. If Paris is controlled by the Allies after 1/1/1943, then the Germans no longer have access to the Swedish Resource Centers from a neutral Sweden.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	10 divisions.
Looting:	0 Production; 1 Personnel. Sweden may be looted if Axis Occupied (or alternatively surrenders to Allies) and Stockholm is occupied by a supplied enemy ground unit. It may not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-20 PP
Allies violate neutrality:	+20 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.7 Switzerland

Supply Centers:	None. Swiss units are always in supply.
Reinforcements:	None.
Restrictions:	Swiss units may never leave Switzerland.
Surrender:	Switzerland surrenders when all Swiss units have been eliminated.
Partisans:	Yes (see Partisans, Rule 23.3).
Axis min. garrison:	10 divisions.
Looting:	2 PP; Switzerland may be Looted if Axis Occupied and Geneva is occupied by a supplied ground unit. May not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-20 PP
Allies violate neutrality:	+20 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.8 Turkey

Supply Centers:	Ankara.
Reinforcements:	One eliminated 2(5)1 each turn.
Restrictions:	None.
Activation:	Turkey joins the Axis when the Axis Political Point total reaches 75.
Surrender:	Turkey surrenders when all Turkish units have been eliminated, or, if Axis, when Ankara captured and Political Points are less than 30.
Resource Centers:	Turkey has one Resource Center which is available to the Axis player from the start of the war.
Partisans:	Yes (see Partisans, Rule 23.3).

Axis min. garrison: 15 divisions.

Axis Political Points:

Axis violate neutrality:	-10 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

27.9 Vichy France

The Vichy French government, based in the French city of Vichy, and comprising southeastern France and the French colonies, only becomes a state if the Axis player forces France to establish a Vichy government, and the Axis player then accepts the Vichy offer (see Rule 26.3, France).

Terr./Colonies:	Corsica, Morocco, Algeria, Tunisia, and Levant States.
Supply Centers:	None. Vichy units depend on supply from whoever they are allied with.
Reinforcements:	None.
Restrictions:	None.
Activation:	Like any neutral country, if Vichy neutrality is violated by either side, Vichy joins the opposing side. However, if the Allies violate Vichy neutrality after 1941, Vichy units are frozen (not controlled by the Axis player) and are enemy units to the Allied player only on the first turn of war.
	Vichy hexes are independent—neither Axis nor Allied. Axis units, and, after the first turn, Allied units, ignore Vichy units as if they were not there, and may march or amphibiously or air assault into Vichy owned hexes, regardless of whether occupied by Vichy units, and capture the hex. Captured Vichy hexes have their rail lines cut, but no damage is done to any port. The Axis player may naval transport into any Vichy port not yet in Allied hands (assuming he has the naval transport capacity). The Allied player does not have this advantage, but can, of course, naval transport into a vacant Vichy port on the first turn of its attack.
	Vichy units remain frozen in this manner until the Axis player enters metropolitan Vichy France. While the Axis player is free to move units into Vichy colonies, once the Axis player moves any units into metropolitan Vichy, the Vichy French government immediately collapses. Upon collapse of Vichy France, Vichy units in metropolitan Vichy and Corsica are eliminated and metropolitan Vichy and Corsica are occupied

by the Axis, while Vichy units and hexes in the African colonies become Allied. Vichy units in Africa stacked with Axis units are eliminated, but Vichy units alone in an Axis owned hex convert the hex to Allied owned. Vichy rail lines not already cut are transferred to Allied hands intact. Vichy units under Allied control can be converted into Free French units during Reinforcement Phase. The Vichy naval capacity is destroyed when the Axis enters metropolitan Vichy France, and cannot be used before then by either side.

Note, if the Allies attack a neutral Vichy before 1942, or if the Axis attack a neutral Vichy, then Vichy joins the other side and all its units and its naval capacity are available to that side, just like any other violated neutral.

The Allies may invade a Vichy controlled Levant States without activating Vichy France after 2/3/1941. Once the Allied player Declares War on the Levant States, then Vichy forces in the Levant become Axis forces, but the rest of Vichy remains neutral. Such an invasion does not affect the political point total.

Surrender:	Vichy surrenders when all its units are eliminated, but an Allied invasion after the United States enters the war can lead to a virtual collapse of Vichy (see Activation above).
Navy:	Vichy inherits the permanent French Naval Transport Point in the Western Mediterranean. May only transport Vichy French units.
Partisans:	None except as applying to France.
Axis Political Points:	Vichy does not affect Axis political points.

27.10 Yugoslavia

Supply Centers:	None. Yugoslav units are always in supply.
Reinforcements:	None.
Restrictions:	Yugoslav units may never leave Yugoslavia.
Surrender:	Yugoslavia surrenders at the end of the game turn in which Zagreb and Belgrade are occupied by enemy units.
Partisans:	Yugoslavia is a special exception to the Allied Partisan rule (Rule 23.4). When Yugoslav units are eliminated they are replaced with Allied Partisan Cadres. When Yugoslavia surrenders, all remaining forces are eliminated and also replaced with partisan cadres. These cadres can eventually be converted to partisan units and partisan divisions, if they are not first eliminated by the Axis player.
Looting:	1 Production; 11/13 Personnel. Yugoslavia may be Looted when Axis Occupied and when Belgrade is occupied by a supplied ground unit May not be looted after 1942.

Axis Political Points:

Axis violate neutrality:	-2 PP
Allies violate neutrality:	+5 PP
Axis Occupy:	+3 PP
Liberated from Axis:	-5 PP

28.0 Minor Neutrals

28.1 Denmark

Denmark automatically surrenders once entered. If the Allied player attacks Denmark, Sweden becomes a Pro-Axis Neutral and joins the Axis if the Axis Political Point total reaches 70. If the Axis attack Denmark, the Axis lose 2 Political Points; if the Allies attack Denmark the Axis gain 5 Political Points. The Axis gain 3 Political Points for occupying Denmark and they lose 5 Political Points if the Allies liberate Denmark. Denmark may be Looted by the Axis for 1 Production Point and 8/13 Personnel Points when Axis Occupied and when Copenhagen is occupied by a ground unit in supply, until 1943.

28.2 Danzig

The Free City of Danzig begins the game at war with Germany, and will surrender once entered. Danzig has no effect on Axis political points.

28.3 Andorra

Andorra will surrender once entered. Any attack on Andorra violates Spain's neutrality. Andorra has no effect on Axis political points.

28.4 Luxembourg

Luxembourg will surrender once entered. Any attack on Luxembourg is a violation of Belgium's neutrality. Luxembourg has no effect on Axis political points.

28.5 Latvia, Lithuania, and Estonia

The Baltic States are occupied by the Soviet Union on 11/3/1939. Any attack on the Baltic States prior to 11/3/1939, is considered an attack on the Soviet Union. The Baltic States have no effect on Axis political points.

28.6 Arabia

Axis, Allied, and Soviet troops may freely enter Arabia without Declaring War on it or violating its neutrality. Arabia has no effect on Axis political points.

29.0 Rule Options

Rule Options are selected when starting a new game. To view options that have already been selected, click the Game button and select About. The About Window has an Options button which, when pressed, will display the current option selections.

The options window indicates the effect each option will have on the game by stating in parentheses whether the option presents No Advantage or either an Axis or Allied Small Advantage, Medium Advantage, Large Advantage, or Very Large Advantage. The option ratings are based on what scenario has been chosen and whether it is a full game of War In Europe or War in the East or War in the West instead. Thus, while Air Supremacy is rated as a Large Axis Advantage for the 1939 Scenario, it is rated a Very Large Allied Advantage for the 1944 and 1945 Scenarios. If the total selection of options highly favors one side and is likely to unbalance any game, then the computer will display a notice stating that the game is imbalanced in favor of either the Axis or Allies.

29.1 Option 1: German Personnel Points

This option adds the expenditure of German Personnel Points, in addition to German Production Points, to the German production process. The Axis player receives Personnel Points based on the number of Active German Placement Centers. The number of centers is multiplied by the current German Personnel Multiplier, and that many Personnel Points are received for that Cycle. Like Production Points, the Axis player need not use all the points generated each cycle, but may accumulate them. See Rule 21.0, German Production.

29.2 Option 2: Additional Units

The following unit types are added by this option: German 6-10 and 7 -10 Motorized Infantry Divisions; German 3-10 Motorized Infantry Brigades; German 4-5 Air Landing Divisions; German 5-5 Mountain Divisions; German 6(1)5 Artillery Divisions; Italian 3(1)5 Artillery Divisions; United Kingdom and United States 7(1)10 Artillery; United States 7-5 Mountain Division; Russian 1-4 Mountain Divisions. Mountain Divisions can move into Rough terrain at a cost of 1 movement point, and into Mountains at a cost of 2 movement points. Both Mountain and Air Landing divisions can Air Transport using an Air Transport Point just as a Paratrooper unit. Air Landing divisions can also participate in Air Assault with paratrooper units, as long as one Paratrooper unit is dropped for each Air Landing unit. Air Transport Points used with Air Landing di visions performing Air Assaults are automatically eliminated and not recycled (representing gliders). German and Allied Artillery function the same as Soviet Artillery. Mechanized Replacement Points (MRs) may be used to build an Artillery Battle Group up to full strength. German Motorized Infantry divisions function the same as Allied Motorized Infantry divisions, except that German 7-10 Motorized Infantry Divisions are rebuilt from Battle Group with MRs. (German 6-10 Motorized Infantry Divisions are still rebuilt with Infantry Replacements—IRs). German motorized divisions count against the total number of divisions Germany can build, and count against the 8-8 mech-infantry counter limitation. German artillery can only be built after 1939 and have a counter limitation of 1 in 1940, 2 in 1941, 3 in 1942, and 6 in 1943-45.

29.3 Option 3: Ukraine

The people of the Soviet Union were not happy under Stalin, but the Nazis quickly made life under their rule look infinitely worse. This option assumes the Germans attempt to appear as liberators during their invasion of the Soviet Union, and act in a less horrific manner to the occupied population. Under this option, the Fascist Ukrainian Separatist Movement activates as an Axis minor ally, when (1) the Germans do not attack any Russian partisan cadres in the Ukraine, (2) Axis Political Points reach or exceed 65, and (3) the Axis occupy both Kiev and Odessa. Upon activation, the Axis player is free to build up to nine Ukrainian 4-5 Infantry divisions during German Production. The Axis player may continue building and rebuilding Ukrainian units as long as the Axis control either Kiev or Odessa and the Axis do not attack a Russian partisan cadre in the Ukraine. Ukrainian troops may fight anywhere and do not surrender. However, if the Axis player attacks any Russian partisan cadres in the Ukraine, the Ukrainian separatist movement collapses permanently and all Ukrainian troops surrender. The player can see which Russian hexes are part of the Ukraine by clicking the right mouse button on the hex. If it is a Ukrainian hex the Hex Display Window will list it as Russia (Ukraine). If playing War in the East, the Axis player receives six Ukrainian infantry divisions as reinforcements as there is no German Production and can place them in any friendly Ukrainian hex.

29.4 Option 4: Air Supremacy

This option allows for Air Supremacy, Air Attrition, and Shifting Combat Odds with Additional Air-Ground Support. Air Supremacy is achieved whenever one player begins Air Combat with more than a six to one advantage in Air Points, or when only one player assigns Air Points to Air Superiority.

Air Attrition allows an air force that has achieved Air Supremacy to inflict additional losses on the opposing air force. For each turn of Air Supremacy, the computer totals the number of Air Points the player with Air Supremacy in a Front has in Air Superiority and that remain Unassigned. At the end of the Cycle, the total number of Air Points is divided by 60 (fractions rounded down), and the opposing air force loses that number of Air Points, up to a maximum of twelve Air Points. For example, if the Axis has 20 Air Points in Air Superiority

for each turn of a cycle achieving Air Supremacy each turn, then at the end of the cycle the Allied player would lose 1 Air Point (80 Air Points divided by 60 equals 1). While France is active, French Air Points are eliminated first when trying to meet Air Attrition losses in the Western Front.

Shifting Combat Odds with Additional Air-Ground Support is allowed if a player has Air Supremacy on the Front. The player can shift the combat odds of any battle up by one for every number of Air Points assigned that equal the unmodified defense factor of the defending units. For example, eight German 6-5 Infantry Divisions are attacking a hex with a Fortified French Division and a French 3-4 Infantry Division at 4:1 odds (48:12). The Axis player has Air Supremacy and 19 Air Points in Air-Ground Support. The Axis player could shift the odds up to 6:1 by assigning 18 Air Points to Additional Air-Ground Support (the French units have an unmodified defense strength of 9). The Axis player could also assign an additional Air Point and receive the traditional +1 on the die roll. In order to use Additional Air-Ground Support, the attacking player must have at least 1:1 odds, based solely on unmodified combat factors for attacker and defender, and not including any attacking units performing an air assault that turn. Combat odds can only be increased in this manner by up to 50%, rounded down, with a minimum of 1 odds shift always allowed. During amphibious assault attacks, double the number of APs are required to shift the odds. For every six Air Points (or fraction thereof) used in Additional Air-Ground Support, there is a 1/6 chance an Air Point will be eliminated due to anti-aircraft fire.

29.5 Option 5: U-Boat War: Surface Sortie & ASW

This option allows for German Surface Fleets to Sortie, and for the Allied air force to engage in additional Anti-Submarine Warfare (ASW). The Axis player may order a German Surface Fleet to Sortie and raid Allied shipping. The Surface Fleet will have the effect of two more U-Boats during the U-Boat War. If any U-Boats are eliminated, the Surface Fleet will be eliminated first. The Axis player orders a Surface Fleet to Sortie for the next Cycle during German Production by clicking on the U-Boat button. After clicking on the U-Boat button a window will appear describing the results of the U-Boat War—click on the Surface Sortie button at the bottom of the window. The surface fleet will not be available for tactical operations during the upcoming Cycle.

If the Allied player falls more than two cycles behind the historical level of reinforcements, a button labeled ASW will appear in the top right of the U-Boat War results screen. The Allied player may eliminate APs in the We stern front in order to eliminate Axis U-Boats, and may choose from the following options (assuming he has the APs) by clicking on the ASW button:

Number of Allied APs Eliminated	Number of Axis U-Boats Eliminated
1	1
3	2
6	3
10	4

The Allied Player can only use ASW a maximum of two times a year. When playing this option in conjunction with the Allied Production option, option 18, ASW is triggered by a -20% modifier in the just completed U-Boats War, rather than falling two cycles behind the historical level. Also, APs eliminated for ASW are not available as cadres under the Allied Production option.

29.6 Option 6: New Paratrooper Rules

The current rules give a large advantage to Allied airborne units, which can air assault as whole divisions, compared to Axis airborne units which must perform air assaults as

regiments. This option installs similar rules for both the Allies and Axis. After performing an Air Assault or Air Transport, Axis Regiments are combined to form divisions before stacking limits are calculated. Thus, the Axis could air assault a hex with twelve regiments, which would be converted into four divisions, and would not violate stacking rules. When the Allied player loads a 9-10 Paratrooper Division, it is converted into a 7 -4 Paratrooper Division. The first turn after performing air movement that the 7-4 Paratrooper Division is in Major Supply, it will automatically be converted into a 9-10 Paratrooper Division. Finally, whenever Allied, Axis, or Soviet paratroopers perform an air assault on an enemy-occupied hex, their offense is halved.

29.7 Option 7: More Partisans

This option allows (1) Axis Partisans, (2) the Allied player to place additional Partisan Cadres in Yugoslavia—one for every division under the Axis minimum garrison of 15 divisions—up to a total limit of 42 Yugoslavian p artisan cadres and units at any one time, and (3) Partisan Units to cut rail when entering an enemy hex.

The Axis player may have up to ten Partisan Cadres or units in play at any one time. They function the same as Allied Partisans (See Rule 23.0) The Axis player may place cadres in the following countries.

Country	# Cadres	Garrison	Special Conditions
Egypt	1-6	1 UK Inf	Political Points 60+
French North Africa	1-6	12	Not in Vichy controlled territory
Iran	1-6	6	None
Iraq	6	2	Political Points 60+
Levant States	2	2	Political Points 60+
Northern Ireland	1	1 UK Inf	Political Points 60+
Palestine	1	1 UK Inf	None
Spain	6	12	Political Points 55+; Allies control Madrid.
Finland	10	N/A	None

If the garrison is less than the specified number of full strength divisions and the special conditions are met, the Axis player may place the number of cadres listed above in the country (as long as he does not exceed the 10 Partisan Cadre/Unit limit) during Reinforcement Phase. Iran may also be garrisoned by Soviet troops. Regardless of the Allied garrison and special conditions for Iraq, six cadres may be placed on 5/1/41 to simulate the Iraqi revolt. Further, for every Partisan Unit in Iraq, the Allied Minimum Garrison is increased by one.

The Axis player converts Cadres into Partisan Units during Reinforcement Phase using an Air Transport Point to fly to the cadre's hex. The Axis player simply clicks on the hex and selects Convert Cadre to Unit; if there is a n available Air Transport Point on the front and the hex is within Air Transport Range, then there is a 1/6 chance the Partisan Cadre will be converted in to a Partisan Unit. The Air Transport Point is not subject to attrition, but is recycled. The Axis player uses the same process to convert a Partisan Unit into a 2-5 Partisan Division, but the Partisan Unit must first be in Major Axis Supply. The Axis player is allowed one free attempt per turn to convert an Iraqi Partisan Cadre into a Partisan Unit. Partisans in Finland are eliminated if Finland surrenders.

29.8 Option 8: Minor ZOC only +1

German, Italian, United Kingdom, French, Polish, United States, Soviet, and Partisan

units all exert normal ZOC. All other units exert Minor ZOC. Minor ZOC is the same as normal ZOC in all respects except that it costs only one additional movement point to enter or leave. Further, units exerting Minor ZOC can be overrun at an additional movement cost of only one movement point, rather than two. The Hex Display Window will indicate a hex is in a Minor ZOC, by showing the ZOC in parentheses. See Rule 5.0 for Zone of Control (ZOC) rules.

29.9 Option 9: Additional Combat Results

A possible modified die roll of 7 is added to the Combat Results Tab le. The 7 die roll is the same as a roll of a 6 at one odds higher. Thus, a 7 on 4:1 odds would be the same as a 6 on 5:1. Note, that a result of 0 or 7 is only possible by adding a modifier to the basic 1-6 die roll. When combining this option with Option 14, Partial Combat Odds, the maximum modified die remains 6 if the Partial Combat Odds option results in an odds shift.

29.10 Option 10: Severe Climate

This option installs three new rules regarding Severe Climate. (1) Mobile Supply Units may only move by rail or naval movement, or when forced to retreat during combat, during Snow turns in Severe Climate. (2) No more than one Mobile Supply Unit may be included in a line of supply through Severe Climate.

(3) When playing the full War In Europe game, the Axis player is given the opportunity to build the additional rail and motor transport and severe weather supplies needed to avoid some of the harsh effects of the First Winter in Russia. During German production, the Axis Severe Weather Preparation build allows the Axis player to prevent German 6-5 infantry divisions in severe climate hexes from being reduced to battle groups (one per week during snow turns of the First Winter) as per Rule 17.2. This is a one-time build, and must be purchased before Germany is at war with the Soviet Union, but not until after 1939.

29.11 Option 11: Afrika Korps Supply

This option allows German units to draw supply from Italian Mobile Supply Units in Africa. The current rules make it prohibitively expensive for the Axis to supply any German units in fighting near the Libyan/Egyptian border. As Tobruk is in the Eastern Mediterranean, the Axis must draw supply from Tripoli (Major) or Benghazi (Minor) with a string of supply units. This option relieves the Axis player of the need of having to deploy five to six German Mobile Supply Units in Libya in order to supply the Afrika Korps.

29.12 Option 12: Allied Changing Combat Strength

This option lowers the combat strength of all United States and United Kingdom divisions based on the year. In 1939, the combat strength of Allied divisions is reduced by three, in 1940 by two, in 1941 by one, and after 1941 they return to normal strength. Thus in 1939 a United Kingdom infantry division would be a 5-10 with a 1-10 battle group, and would increase to a 6-10 in 1940, and a 7-10 in 1941. During World War Two the relative combat strengths of Axis and Allied units changed over time. Allied units continuously improved both in the quality and quantity of their equipment and in their training and tactics, while Axis units experienced a decline both in quantity and the qualitative superiority of their equipment. The rules simulate these changes by varying the Combat Results Charts depending on the year. However, this does not fully represent the weakness of Allied formations during the early years of the war, thus this option.

29.13 Option 13: Fog of War

The warring powers did not possess perfect intelligence of enemy troop positions. This option attempts to recreate the fog of war. For a complete explanation and description see rule 30.0, Fog of War (Option).

29.14 Option 14: Partial Combat Odds

This option gives the attacker the chance of increasing his odds by one in a battle. The chance of increasing the odds is the modified attacking combat factors, beyond what is needed to get the current odds, divided by the modified defending combat factors. For example, if the attacker has modified combat factors totaling 36 and the defender has 10, then the attacker would have a 3:1 odds with a 60% chance (36 - (3 * 10) / 10) of getting a 4:1 odds.

Whether the odds are increased by one is determined only after the attacker decides to execute the combat. The Partial Combat Odds Option does not apply to combats involving only air assaulting units. When combining this option with Option 9, Additional Combat Results, the maximum modified die roll result is 6 rather than 7 if the Partial Odds shifts the odds up 1.

29.15 Option 15: SS Rules

German SS armor and mechanized infantry units received the best equipment and the most fanatic soldiers. Under this option whenever the Axis attack with SS units whose unmodified combat factors are at least 1/3 of the total unmodified attacking combat factors, the Axis attacks with Combat Results Table #1, except during Snow or Mud Season in non-Arid climates when he attacks with CRT #2. Whenever SS units are involved in an attack that results in any kind of exchange, the Axis player must eliminate SS units first. Further, when any division size SS units are defending in a hex, the Axis units will always choose the Retreat Conversion option, choosing to be reduced to battle groups and hold the hex rather than retreating.

29.16 Option 16: Random Weather

The Random Weather option introduces some randomness to seasons depending on the cycle. Each week the current season is determined randomly as follows:

Cycle	Usual Season	Random Season
1	Snow	100% Snow
2	Snow	100% Snow
3	Snow	90% Snow; 10% Mud
4	Mud	70% Mud; 20% Snow; 10% Clear
5	Mud/Clear	50% Mud; 50% Clear
6	Clear	80% Clear; 20% Mud
7	Clear	100% Clear
8	Clear	100% Clear
9	Clear	100% Clear
10	Clear	90% Clear; 10% Mud
11	Mud	70% Mud; 20% Clear; 10% Snow
12	Snow	80% Snow; 20% Mud
13	Snow	100% Snow

29.17 Option 17: Sealion & Air-Sea Rules

This option adds rules affecting Allied Naval Interdiction, German High Seas Naval Supply Attrition, and the defense of Malta.

The basic rules for Allied Naval Interdiction (see Rule 11.8) and German High Seas Naval Supply Attrition (see Rule 6.7) do not fully reflect the status of the Air War and air assets in the Western Front. Under this option, if the Axis player is able to gain Air Superiority or Supremacy in the Western Front, and assigns APs to Air-Sea, he can impact the chances that

German naval movement in the High Seas will be interdicted by the Allied Navy and that he will suffer an attrition to supply High Seas ports. In other words, if the Axis gains control of the skies, he can partially prevent the Allied Navy from interdicting German convoys by assigning APs to bomb interdicting Allied warships. The effects are as follows for Allied Naval Interdiction/German High Seas Attrition.

Air-Sea APs	Axis Air Superiority	Axis Air Supremacy
5	NE/NE	-1/0
10	-1/NE	-2/0
15	-2/NE	-2/+1
20	-3/+1	-3/+1
30	-4/+1	-4/+2
45	-4/+2	-5/+2

Note that even if the German High Seas Attrition is negated, the Axis player would still have to assign a Surface and Transport Fleet to supply High Seas ports by clicking on the Axis Supply High Seas radio button in the Naval Screen. As Axis control of the skies can impact Allied Naval Interdiction and German High Seas Attrition, Allied air dominance can also have an impact. If the Allies have Air Supremacy then there is a +2/-2 modifier for Allied Naval Interdiction and German High Seas Attrition respectively, and a +1/-1 modifier if the Allies have Air Superiority.

To more accurately reflect the supply and logistic difficulties that Beach Heads present, replacement points may only be used on units in Major or Minor Supply. Armor, Mech-Infantry, and Motorized units only in Beach Head Supply have their movement points halved. Further, Axis Armor, Mech-Infantry, and Motorized units cannot perform amphibious assaults nor naval transport to a Beach Head (though Allied units may continue to do so).

Axis Air Supremacy in the Southern Front halves the defense strength of Malta if Allied controlled and in supply.

29.18 Option 18: Allied Production

The Allied Production option allows the Allied player to build new United Kingdom, United States, and Allied common units. For a complete explanation and description see rule 31.0, Allied Production (Option).

29.19 Option 19: Force March

This option provides less arbitrary effects for force marching infantry units. Instead of being exposed to an attrition, units that force march suffer a 30% reduction in combat strength. The reduction is cumulative each time a unit force marches, however each unit recovers 20% of its combat strength at the beginning of the player turn. A unit cannot force march if it would mean a reduction greater than 40%. For example, if the Axis force march a German 6-5 infantry division on turn 1, the division's combat strength would be reduced by 30% if the Axis attacked with it that turn (assuming it could move adjacent to an enemy unit without entering enemy ZOC), and by 30% on defense until the next Axis player turn. On the second Axis player turn the division would have a reduction of only 10% (30%-20% 3= 10%), or, if he force marches the unit again, by 40%. If he force marched the unit the two previous turns, then on the third turn the division would be at a 20% reduction, and would be unable to force march that turn because doing so would place it over the 40% limit. Note that the prohibition on entering enemy ZOCs when force marching still only lasts for that one turn.

29.20 Option 20: Poland Surrender

The German army attempted to crush the Polish army during its invasion. Although Warsaw was a goal, its capture did not cause Poland to surrender in itself. Under this option Poland surrenders when Warsaw is captured and when one of the following two conditions have been met: (1) there are fewer than 40 combat factors of Polish land units remaining (Poland starts with 150), or (2) there are no Polish units remaining in western Poland (the German side of partition line).

29.21 Option 21: Blitzkrieg ZOCs

During the opening years of the war Allied units were particularly unable to cope with German armor and mechanized divisions. As the Allies equipped their infantry with more anti-tank weapons, changed their tactics, and gained experience, German armored thrusts never achieved the same breakthroughs as they did earlier in the war. In order to simulate the inability of Allied forces to contain German armored attacks, under this option during 1939-1940 Axis u nits expending mechanized movement points (Armor, Mech-infantry, and Motorized units) treat all enemy ZOCs as +1 or minor ZOCs (see rule 29.8, +1 ZOCs) and only pay a 1 MP cost for overruns.

29.22 Option 22: Russia & Turkey

This option gives a neutral Russia the ability to react to German activity in Turkey. If Turkey activates as an Axis ally, then limited control over a neutral Russia passes to the Russian player, the same as it would in 8/41 if Russia had not yet been attacked. Thus, the Russian player has complete control over all its forces, can conduct limited production, but cannot declare war on other countries until 6/1/42. If Turkey is attacked by the Axis, then limited control over a neutral Russia passes to the Russian player also, but in addition the Russian player is free to declare war on the Axis whenever he wishes. Turkey was part of the Russian sphere of influence under the Non-Aggression Pact, and although the Germans violated this sphere in other places, it is doubtful that even Stalin would have seen a German invasion of Turkey as anything but a direct attack on the U.S.S.R.

30.0 Fog of War (Option)

The warring powers did not possess perfect intelligence of enemy troop positions. This option attempts to recreate the fog of war. Under this option, the contents of each hex are either fully visible, partially Fogged, or completely Fogged. Units are not displayed on the mapboard in fully Fogged hexes. In partially fogged hexes, the counter outline is displayed, and a unit type symbol is drawn, however the unit type symbol may not be accurate and the size, combat strength, and movement rate information are not displayed on the counter. When viewing a Hex Display window of a partially or fully Fogged hex, the units are not listed and . instead text states: Fog of War. Hex Display windows will not display ZOC and stacking information for fully Fogged hexes. Fogged and Partially Fogged Hexes will be colored yellow on the mapboard when in Control Mode.

30.1 Partially Fogged Hexes

Partially Fogged hexes contain the counter outline of the units and a unit type symbol for the unit on top of the stack. Each partially Fogged hex has a 90% chance that the symbol for the unit on the top of the stack will be correct. In 10% of these hexes the computer generates a random number from 1-10 for Allied and Axis hexes and 1-12 for Soviet-owned hexes and applies the following results.

Random No.	Symbol
1-6	Infantry
7-8	Armor
9-10	Mech-infantry
11	Anti-tank
12	Artillery

Thus, a German infantry unit on the top of a stack of units would have a 96% chance that the symbol displayed was correct, while a German armor unit would have a 92% chance of a correct symbol. Paratrooper, air landing, and mountain units are always shown as infantry in partially Fogged hexes.

30.2 Calculating & Revealing the Fog

Neutral countries are not affected and the Fog does not apply to the first player turn of a new game. As a player moves units during initial and mechanized movement phases, a formerly Fogged hex will become completely visible when the player's ZOC extends into the hex. Fogged hexes which are air assaulted become fully visible at the beginning of combat phase. Fogged hexes which are amphibiously assaulted become visible upon landing a unit if vacant, and, if enemy occupied, become fully visible at the beginning of combat phase.

All friendly and neutral hexes are fully visible. Enemy hexes are assumed to be completely Fogged, however they may be fully visible or partially visible depending on the four factors—land reconnaissance, air reconnaissance, partisan intelligence, and signal intelligence. All four factors' effects are cumulative.

30.3 Land Recon

Land reconnaissance automatically makes any hex in friendly ZOC fully visible. Further, if at the beginning of the player turn, you have friendly combat units adjacent to an enemy Fortress hex connected by land, then that hex will also become fully visible, despite the fact that ZOC does not penetrate enemy Fortress hexes. However, if you march units adjacent to the Fortress hex during your turn, that will not affect the Fog for that hex.

30.4 Air Recon

Air reconnaissance can make an enemy hex partially visible if the hex is within air range of an owned hex with at least minor supply. Air range is 12 hexes for the Allied and Axis player and 6 hexes for the Soviet player. Air recon only works if the player has surviving APs assigned to Air Superiority in the front. The base chance that air recon will work on an enemy hex within air range is determined by the following table:

Enemy Air Supremacy	Enemy Air Superiority	No Air Superiority	Friendly Air Superiority	Friendly Air Supremacy
0%	10%	20%	40%	60%

The base chance is modified depending on the season, climate and terrain of the hex. During Snow and Mud season in Moderate, Severe, and Arctic climates, the base chance is halved. If the terrain is Woods or Swamp the base chance is quartered. If the terrain is Broken, Rough, or Mountain the base chance is halved. Further, if friendly air interdiction was present in the hex during the enemy's phase, the base chance is doubled. All modifications are cumulative.

30.5 Partisan Intelligence

Partisan intelligence reflects the information gathering of partisans and local spies. First, any hex with a friendly partisan cadre or unit is fully visible. Second, players have

Intelligence Networks in certain countries and colonies which might fully or partially reveal hexes in that country or colony. Each player has Intelligence Networks in all countries Occupied by the enemy or that were Occupied by the enemy but have been Liberated by a friendly power since. Additionally, the Russian player has an Intelligence network with in any enemy owned hexes of the Soviet Union. The Axis player has an Intelligence Network in all the French and United Kingdom colonies in Africa and the Middle East and in Northern Ireland and Eire.

The base chance an Intelligence Network will partially or completely reveal a hex in its country is 5%. This base chance is doubled for the Allied and Russian player once Russia becomes active—this is meant to account for the strong communist partisan and underground networks in Axis Occupied countries. The base chance is also doubled if the hex is a city or port hex. The base chance is reduced to zero if the terrain is Sand, Ice, Swamp, Woods, or Mountain and there is no city or port in the hex. If Vichy still exists then the base chance of any Intelligence Network in France or Vichy is halved. Half of the modified Intelligence Network chance is applied to whether the hex is fully visible and the other half is applied to whether it is partially visible.

30.6 Signal Intelligence

Signal intelligence involved listening to enemy radio traffic. Signal intelligence decoded enemy communications and could learn exact details of enemy troop dispositions. Signal intelligence more often involved analyzing the pattern and volume of enemy radio traffic to estimate enemy activity and troop locations. The Axis base chance is 4%, the Allied base chance is 8 %, and the Russian base chance is 2%. The base chance is multiplied by the number of enemy units in the hex. Half of this modified chance is applied to whether the hex is fully visible and the other half is used to find whether it is partly visible.

31.0 Allied Production (Option)

The Allied Production option allows the Allied player to build new United Kingdom, United States, and Allied common units. Under this option, the Allied cycle sequence is a revised U-Boat War, United Kingdom production, United States production (beginning in 1942), Allied Placement, and Strategic Bombing assignments. Allied common units are built during either the United Kingdom or United States production. United Kingdom units which under the basic rules are received in Suez are not a part of United Kingdom production. These Suez reinforcement units represent Commonwealth forces from South Africa, Australia, and India, and they are received in Suez on the date scheduled without going through United Kingdom production. United Kingdom and Allied units that are scheduled for removal under the basic rules remain scheduled for removal. Allied Strategic Air Bases are not part of the production process but are received on the historical cycle.

31.1 U-Boat War

The revised U-Boat War for the Allied Production option affects the United Kingdom's generation of Production points and the United States Sea Lift Capacity by adjusting both by a percentage modifier. The percentage modifier is determined as follows:

Year	U-Boats						
1939	NA	0	1	4	8	NA	NA
1940	0	1	2	7	15	25	NA
1941	1	4	8	13	23	35	45
1942	5	13	18	25	35	45	55
43-45	7	18	25	35	45	55	65
Modifier	+60%	+50%	+30%	NE	-30%	-50%	-60%

For example, in 1940 15 U-Boats would translate into a -30% modifier. If the number of U-Boats is between two columns of numbers listed on the chart, then the modifier would be a factor of 5 number between those two columns. Thus, in 1940 11 U-Boats would translate into a -15% modifier, and 8 U-Boats would translate into either a No Effect or a -5% modifier. When the choice is between two numbers as in the latter example, the computer randomly determines which should be used giving weight to whichever the fractional number was closer to. Thus, 8 U-Boats in 1940 would proportionately have a -3.75% modifier (1/8 between a zero and a -30% modifier), which would then result in a 75% (-3 75/-5) chance the modifier will be a -5% and a 25% chance it will be zero. Note, the Surface Fleet Sortie option has the same effect as in the original U-Boat War.

Each cycle the U-Boats are exposed to an attrition. Each U-Boat has a chance that it will be eliminated as follows:

Year	Attrition
39-41	3% (1-40 U-Boats); 4% (41+ U-Boats)
1942	3%
1943	4% (1-30 U-Boats); 6% (31+ U-Boats)
44-45	8%

Thus in 1943 if the Axis had 35 U-Boats, each of the 35 U-Boats would have a 6% chance of elimination. If the Axis player is using the Surface Sortie option, then the surface fleet is still eliminated first before any U-Boats and counts as two U-Boats in the calculations.

31.2 United Kingdom Production Screen

The Allied player builds United Kingdom and Allied common units by expending Production and Personnel Points and sometimes a cadre. To build a unit listed in the Production Options window, the Allied player clicks on that unit's Plus button. If the unit can be built, the appropriate points and cadre will be expended and the unit will appear on the reinforcement calendar at the top of the screen. There are five reasons why a unit could not be built:

(1) there are not enough Production points;

(2) there are not enough Personnel points;

(3) the unit requires a cadre that is not available;

(4) the maximum number of this type of unit is already in play; or

(5) if the unit is an Air Point and there are not enough Air Crew points.

Cadres are units that are used to build other units. Available cadres are listed at the bottom left of the Production Screen. If you wish to change a build selection, click on the unit's Minus button, and the build will be reversed.

Click on the Production Information button for information on how many Production, Personnel, and Air Crew points were generated that cycle and why. To view the mapboard, the Allied player should click on the Browse Map button. Click on the Obtain Cadres button to remove units for use as cadres in the production process.

31.3 UK Production Points

The United Kingdom receives Production points based on how many United Kingdom Manufacturing Centers it controls that are active and in supply. The United Kingdom has 12 Manufacturing Centers in the United Kingdom and Northern Ireland. The United Kingdom cannot use any other Manufacturing Centers, and the Axis cannot use United Kingdom Manufacturing Centers. The number of new United Kingdom production points generated in a cycle is determined by multiplying the production multiplier by the number of active United Kingdom Manufacturing Centers. The production multiplier is as follows:

Year	Multiplier
1939-40	3
1/41-10/42	4
11/42-12/42	5
13/42-1/43	6
2/43-3/43	7
4/43-13/43	8
1/44-2/44	7
3/44-6/44	6
7/44-13/44	5
1945	4

After multiplying the number of active manufacturing centers by the production multiplier, the number of new production points is modified by the results of the U-Boat War. The production points generated are further modified by -10% if Suez is in Axis control or was during the previous 4 turns. The Allied player must expend a minimum of 40% of the United Kingdom production on Air Points, Air Transport Points, or Strategic Bombers.

When a United Kingdom Manufacturing Center is captured by the enemy, it must be repaired before it will be active again. If a Manufacturing Center hex is occupied by enemy units and then recaptured by Allied units, then repairing this center will appear as a Build Option under the Production Options Me nu. It will cost 10 Production Points and take two cycles to repair a Manufacturing Center.

31.4 UK Personnel & Air Crew Points

The United Kingdom receives a set number of Personnel points each cycle unaffected by the U-Boat War or any other modifier except for the date, as follows:

Year	Personnel Points
1939	16
1/40-9/40	17
10/40-13/41	20
1942-43	17
1944	14
1945	12

The United Kingdom also receives a set number of Air Crew points each cycle as follows:

Year	Air Crew
9/39-8/40	8
9/40-8/41	10
9/41-8/42	12
9/42-13/45	22

Air Crew points must be expended when building new or rebuilding old Air Points. New Air Points cost two Air Crew points and rebuilt Air Points cost 1 Air Crew point each. Air Crew points represents the limited ability of the United Kingdom to train enough pilots to fly all its planes.

31.5 Allied Strategic Bombers, Escorts, & Transfers

The Allied player can begin producing Strategic Bombers in 8/42, but is restricted by a slowly increasing counter limit. This changing counter limit has the result of limiting the Allied player to builds similar to what would have been received under the basic rules with

a historical U-boat war. The counter limit starts at zero and increases each cycle as follows:

Year	SB Counter Limit
8/42-1/43	1
2/43-4/43	2
5/43-13/43	3
1/44-7/44	1

The reason for this rule is play balance, but it should be noted that the Allies, especially the United Kingdom, assigned a very high priority to Strategic Bombing and they probably would not have been able to efficiently increase production of Strategic Bombers over their historical builds.

Eliminated Strategic Bombers are still recycled as per the basic rules and affect the counter limit while recycling.

The Allied player receives Transfers—the ability to exchange Air Points for Strategic Escorts—each cycle on the following schedule:

Year	Transfers
1/43-9/43	2
10/43-13/43	3
1944	4

The Allied player cannot build Strategic Escorts, but is instead given enough Transfers to compensate for the difference.

31.6 UK Obtain Cadres

To obtain cadres from the mapboard click on the Obtain Cadres button A map of the United Kingdom will be displayed. Click the left mouse button on any friendly and supplied city or port hex in the United Kingdom to remove cadres, and then select which units you wish to remove. Click the right mouse button on a valid city or port hex and a window will appear displaying what units are in the hex. Click the Done button when done removing cadres.

31.7 UK Unit Production Options & Costs

Unit	Cadre	Pers	Prod	Cycles	Avail	Footnotes
(1)0 Static Inf Bde	-	2	1	2	15	
3-10 Motor Inf Bde	-	5	5	3	15	
2-10 Motor Inf BG	-	8	5	4	66	
8-10 Motor Inf Div	2-10 Inf BG	4	3	3	66	
8-10 Motor Inf Div	3-10 Inf Bde	7	3	3	66	
3-8 Armor Bde	-	4	7	4	15	
2-8 Armor BG	-	8	6	5	15	
9-8 Armor Div	2-8 Armor BG	2	4	3	15	
9-8 Armor Div	3-8 Armor Bde	6	3	4	15	
9-8 Armor Div	8-10 Inf Div	2	4	3	15	
9-10 Para Div	8-10 Inf Div	3	2	3	4	
9-10 Para Div	2-10 Para BG	6	4	3	4	
7(1)10 Art Div	2-10 Inf BG	-4	6	4	3	1
7(1)10 Art Div	(2)10 Art BG	0	8	2	3	1
(1)1 MSU	-	4	15	4	6	
Inf Replacement	-	4	4	4	-	
Mech Replacement	-	2	5	4	-	

Unit	Cadre	Pers	Prod	Cycles	Avail	Footnotes
x3 Fort	-	0	3	4	9	
Air Point	-	2	8	5	120	
Air Point	Dead AP	0	4	5	120	
Allied: (1)5 RR	-	1	10	2	6	
Air Transport	1	9	5	9		
Strategic Bomber	1	20	5	47		2
Amphibious Fleet	1	10	10	15		

Footnotes:

FN 1. Artillery is only available if using Option 2, Additional Units.

FN 2. Number of Strategic Bombers available for production changes each cycle— see Rule 31.5.

31.8 United States Production Screen

The Allied player builds United States and Allied common units by expending Production and Personnel Points and sometimes a cadre. To build a unit listed in the Production Options window, the Allied player clicks on that unit's Plus button. If the unit can be built, the appropriate points and cadre will be expended and the unit will appear on the reinforcement calendar at the top of the screen. There are four reasons why a unit could not be built: (1) there are not enough Production points; (2) there are not enough Personnel points; (3) the unit requires a cadre that is not available; or (4) the maximum number of this type of unit is already in play. Cadres are units that are used to build other units. Available cadres are listed at the bottom left of the Production Screen. If you wish to change a build selection, click on the unit's Minus button, and the build will be reversed.

Click on the Sea Lift button to transfer United States forces from the United States to Europe. Click on the Change Mobilization button to change the current U.S. mobilization level. To view the mapboard, the Allied player should click on the Browse Map button.

31.9 U.S. Production & Personnel Points

United States receives Production and Personnel points as follows:

Year	Production	Personnel
1/42-7/42	32	14
8/42-9/42	56	16
10/42-11/42	80	18
12/42-7/43	100	20
8/43-9/43	120	38
10/43-11/43	140	58
12/43-13/43	160	72
1/44-7/44	160	74
8/44-9/44	140	74
10/44-11/44	120	60
12/44-13/44	100	40
1945	78	16

United States production is not affected by the U-Boat War, but is affected by its current mobilization level. When the United States expends an IR or MR on Free French Conversion or on Free French Battle Groups, the United States gets back the Personnel Points it used to produce the IR or MR.

31.10 U.S. Mobilization Level

The United States Mobilization level affects the number of Production and Personnel Points generated. The default level is 1, and if the Allied player wishes to generate a historical mix of forces it should be left on this level. Raising the level increases the number of personnel points generated each cycle by 20% and reduces the number of production points by 10%. Thus, at level 6— the highest level—the number of personnel points generated would be doubled and the number of production points halved. Mobilization also increases the counter limit of 8-10 infantry and 9-8 armor divisions by 20% for each production level. Although the mobilization level can be increased up to a maximum of level 6, once increased it can never be decreased.

31.11 U.S. Sea Lift Capacity

To conduct Sea Lift click on the Sea Lift button in the U.S. Production screen. Click on the ground units you wish to sea lift—selected ground units will appear in red—and click again to deselect a ground unit. APs, ATPs, SBs, IRs, and MRs can all be transferred by clicking on the corresponding Up and Down buttons. Click on the Cancel button to cancel all your selections. Click on the Accept button to execute your selections. Note, if when pressing the Accept button you receive a warning message stating you have used more Sea Lift Capacity than you have, then you must decrease the number of units you are transferring until the Sea Lift Capacity display indicates a positive number or zero, or Cancel your selections.

Units produced in the United States must be transported over to Europe with the exception of Amphibious Assault fleets. The Allied player may expend up to his current Sea Lift Capacity for that cycle to transport units to Europe The United States Sea Lift Capacity for each cycle is as follows:

Year	SLC
1942	12
1943	36
1944	68
1945	58

The Sea Lift Capacity is modified each cycle depending on the results of the U-Boat War. The following are the Sea Lift costs for each type of unit:

Unit Type	SL Cost
Ground Unit	2
AP, ATP	4
Strategic Bomber	6
IR, MR	1

Ground units transported to Europe are placed during Allied Placement mode directly following United States production. United States 4-4 infantry divisions may never leave the United States. If ground units transported to Europe are not placed during Allied Placement mode or during Reinforcement phase in the next 4 game turns, then by the next strategic cycle the units will be returned to the United States. Once placed in Europe, units can never re turn to the United States.

31.12 U.S. Unit Production Options & Costs

Unit	Cadre	Pers	Prod	Cycles	Avail	Footnotes
4-4 Inf Div	-	10	4	4	40	
8-10 Motor Inf Div	4-4 Inf Div	2	4	2	51	1
7-5 Mountain Div	4-4 Inf Div	3	3	4	1	
9-8 Armor Div	4-4 Inf Div	0	6	4	15	1
11-8 Armor Div	4-4 Inf Div	1	9	6	3	
9-10 Para Div	4-4 Inf Div	5	6	3	6	
7(1)10 Art Div	-	4	11	4	4	2
(1)1 MSU	-	4	15	4	6	
Inf Replacement	-	4	4	4	-	
Mech Replacement	-	2	5	4	-	
Air Point	-	2	8	5	237	
Air Point	Dead AP	0	4	5	237	
Allied: (1)5 RR	-	1	10	2	6	
Air Transport	-	1	9	5	9	
Strategic Bomber	-	1	20	5	47	3
Amphibious Fleet	-	1	10	10	15	

Footnotes:

FN 1. Number of available U.S. 8-10 Motor Inf Divs and 9-8 Armor Divs is affected by the U.S. Mobilization level—see Rule 31.10.

FN 2. Artillery is only available if using Option 2, Additional Units.

FN 3. Number of Strategic Bombers available for production changes each cycle— see Rule 31.5.

32.0 Victory Conditions

Computer **War in Europe** does not enforce any victory conditions. The game will end whenever Germany surrenders or 1945 ends. Game balance will differ depending on the options selected and the skill level of players. As a general guide, we offer the following victory conditions from the original boardgame.

Victory is judged at the end of 5/4/45. Each player is given a set of five victory criteria. A player wins a decisive victory if he meets all five criteria, a substantial victory if he meets four of the five, and a marginal victory if he meets three of the five. The victory criteria are as follows:

Axis Criteria

 1. 50 or more Political Points

 2. Control Paris, Amsterdam, Marseilles, Kiev, Rostov, and Sevastopol

 3. Control all German Manufacturing Centers as well as Lille and Brussels.

 4. Control all German Placement Centers including the two in Poland.

 5. Italy, Hungary, and Rumania are all Axis allies or pro-Axis neutrals.

Allied Criteria

 1. 20 or less Political Points

 2. Control Rome, Paris, Lille, Brussels, and at least 1 German Manufacturing Center

 3. Control Berlin, Prague, and Vienna

 4. Control Belgrade, Budapest, and Bucharest

 5. Control Istanbul (automatic if neutral)

Soviet Criteria

1. 0 Political Points
2. Control Belgrade, Bucharest, and Budapest
3. Control Berlin, Prague, and Vienna
4. Control 10 German Manufacturing Centers
5. Control Istanbul (automatic if neutral)

The overall Strategic situation casts the Axis Player in the role of pacesetter. If he does not force the pace, attacking and expanding to the outer limit of his capabilities, the game will drag. While there are subtle and not-so-subtle incentives built into the game to encourage Axis aggression, nothing can substitute for the thrust of a competitive personality. A cautious Axis player will never win, but he will rarely lose. An Axis player content to merely overrun Poland, the Low Countries, and say, France, is not much of a Nazi even though this is a far-sighted and sensible course of action.

33.0 Playing By E-Mail (PBEM)

Computer **War in Europe** supports play by electronic mail. Make sure to select Two Player or Three Player mode when starting a Scenario that you wish to play against other human opponent(s) rather than playing Solitaire. Playing in Two or Three Player Mode alters the sequence of play enabling you to play the game via e-mail (see Rule 3.0, Sequence of Play). It also introduces passwords in order to keep certain information hidden from your opponent.

To play by e-mail, complete your player turn and then save it in one of the ten slots in a Games directory. Each directory has ten separate slots in which a game can be saved in. We recommend you create a new directory for each opponent you play; this way you have 10 separate game slots for each opponent. To create a new Games directory, press the Folder button on the Save Games window and then press New Folder when the Choose Games Folder window pops up. Type in the name of a new Folder.

To send your opponent his turn, send the saved game file to your opponent by e-mail. The saved game file will be named GAME.SV#, with the # corresponding to the game slot you saved it in. The file will be in a directory with the same name as that of the Folder and off of the main WIE directory. Thus, if you installed CWIE on your C drive and you saved the game in slot 10 of the Games folder, then it would be in C:\WIE\GAMES and would be labeled GAME.SV0.

Before sending a game file over the internet as an attachment to an e-mail message, you should first compress it and then UUEncode it. Compressing it will make the file considerably smaller and speed up the time needed to send the file. UUEncoding a file protects binary files from corruption during electronic transfer. Many e-mail transfer agents are configured to deal only with 7bit data which is fine for text files which do not need the eighth bit, but causes a problem for binary file which use all 8 bits. Some e-mail servers may automatically UUEncode and/or UUDecodes attached e-mail binary files, but you should do it yourself if you are not sure your e-mail server does. Programs that both compress/decompress files as well as UUEncode/UUDecode files can be purchased in any software store or downloaded as shareware of the Internet (such as WinZip or PKZip).

Scenes from Word War II: German Officers exiting their HQ; Soldiers leaping from their tanks; and a German aircraft taking off.

1.0 Introduction to Scenario Editor

The Scenario Editor allows you to create your own new scenarios by editing one of the eight included scenarios or another player created scenario. The Scenario Editor does not edit games in progress. The player can create new ground units, associate them with different nationalities, and add new production options. The naval, air, and ground forces can all be edited, as can reinforcements, production centers, and strategic assets. The political status of countries, colonies, and territories can be changed. The new player created scenarios keep the label of their parent scenario, but are also labeled Player Altered Scenarios in the About window (select about after clicking on the Game button).

Player created scenario files are saved as one file, named by the player, and containing the suffix.SCN. They can be copied and sent to other players, as well as posted and downloaded from Internet or BBS sites, subject to the copyright restrictions described in section 16 of this document. To use a received scenario file, it must be placed in the SCENARIO subdirectory.

The Scenario Editor is a tool to create new scenario files by directly altering the variables inside a copied scenario file. By giving the user direct access, the user is given more control over how he designs his scenario. The trade off for giving direct control is that the Scenario Editor is not highly automated and cannot anticipate if the changes made are what the user really wants, or even will work. When creating a new scenario, the user should familiarize himself with all the variables he can edit before making changes. After completing his planned changes, the user should check every variable to make sure it is set correctly. Note, you might have to change several different variables in different screens to effect one change you had in mind.

Although the user has been given direct access to almost all the variables in a scenario file, certain game characteristics are controlled by code and cannot be altered. Further, certain variables have been restricted to avoid possible conflicts with the program. Although Computer **War in Europe** was not originally designed to support any but the standard 8

scenario files, numerous what-if scenarios, as well as innumerable tweaks, can be added with the Scenario Editor without any problems. However, there is no guarantee that player created scenarios will work as the scenario creator intended, or at all. The Scenario Editor does restrict the range of many variables to avoid selections that will cause problems, but a determined user will unquestionably be able to find paradoxical assignments for variables that will cause problems. Generally, the scenario designer should be guided by common sense and an understanding of the basic WIE rules and systems when making changes. Feel free to create situations that could never exist in a historical game following the rules (such as Belgium as an Axis ally), but recognize that the safest changes are ones that could have happened under the regular rules.

We strongly recommend you read these complete instructions before making any edits.

2.0 Create New Scenario/Edit Player Scenario

When entering the Scenario Editor you will have the choice to either Create New Scenario or Edit Player Scenario. Create New Scenario allows you to create a new player scenario file based on one of the eight preexisting scenarios (1939, 40, 41, 42, 43, 44A, 44B, & 45) or based on another player created scenario file already created. When creating a new scenario you need to start from somewhere, thus all new scenarios start off as a copy of an already existing scenario, which you can then make changes to. Edit Player Scenario allows you to make changes to an already player created scenario file. If there are no player created scenarios in the SCENARIO subdirectory, then you will not be able to select Edit Player Scenario.

Next you will be asked to choose the scenario you wish to edit or to base a new scenario file from. If you have chosen to Edit, then only player created scenarios will be display—you cannot edit any of the original eight scenario files—but if you choose Create, then you can base your new scenario on any scenario file in the SCENARIO subdirectory. After selecting a scenario file, if you are creating a new scenario, you will be asked to enter a name for the new scenario. The name will be used as the file name for the scenario file with the suffix .SCN added to the end. The name can be 1 to 8 characters long.

After choosing whether to Edit or Create a scenario, which scenario to edit or copy, and the name of the scenario if new, you will be presented with the following 15 choices: Mapboard, Units, Political Status & Events, Axis Reinforcement, Allied Reinforcement, Russian Reinforcement, Axis Air, Allied Air, Russian Air, Navy, Strategic Bombing, Production Centers, Dead Units, General Buffer & USA Buffer, and Recalc Supply/Air Range. The first 14 choices lead to separate edit screens, each addressed as a category in these instructions. The last choice, Recalc Supply/Air Range, does what its name describes, and it is recommended that the user select this before saving a scenario file in which changes have been made.

To save a scenario file, click on the Save button. The Exit button will exit the Scenario Editor, without saving the current file, and return you to the introductory **War in Europe** screen.

3.0 War in Europe, the West, the East, & Rule Options

Player created scenario files, like the eight historical scenario files, can usually be played as either War In Europe, War in the West, or War in the East games. Some of the eight historical scenario files do not allow play of either the East and/or West versions. Player created scenario files share the same restrictions with the scenario they are based on. Thus, 1939, 1940, 1944A (before D-Day), and 1945 scenarios cannot be played as War in the East games. All 1944B (two weeks after D-Day) and 1945 scenarios cannot be played as War in the West games. When designing a scenario, you should design it for **War in Europe** play.

The computer will then modify it for play with either War in the West or East, when such a selection is chosen by the player starting a new game (assuming the selection is allowed).

The computer makes changes to the basic scenario file after a player starts a new game and chooses game and rule options. The computer assumes the scenario file was designed under the basic rules (no optional rules) for a War In Europe game. If the player chooses certain rule options, then the computer will make the necessary changes, such as adding UK Manufacturing centers and changing Allied reinforcements under option 18. If War in the East or West is chosen, the computer will eliminate units outside the sphere of the game and make other necessary conversions. If you want your scenario to work properly in West and East games, as well as with all optional rules, you should test the scenario out with these different conditions.

4.0 Mapboard

Select Mapboard to add, delete, and edit counters, as well as editing hexes, with the Edit Game function. This is the same Edit Game function that can be used while playing War In Europe.

The Edit Game window will appear with four buttons, allowing the player to Edit a Hex, Add Units, Delete Units, or Edit Units. To Edit a Hex, depress the Edit Hex button, and then click on the hex you wish to edit and a window will appear giving you options to change the owner, rail status, rail gauge, port damage, or port transport damage of a hex.

To Delete Units from a hex, depress the Delete Unit button, and then click on the hex and select which units to delete. To Add Units to a hex, depress the Add Unit button. The window will show what type and nationality of unit will be added. To change the type or nationality of the unit to be added, click on the appropriately labeled button. Once you are happy with what unit will be added, click on the hex and the unit will be placed there.

To edit counters already on the mapboard, depress the Edit Units button. Click on the hex the counters are in, and then select which counter to edit. The radio buttons allow you to change whether a unit is in supply or entrained, or has fought, moved, force marched, transported, amphibious assaulted, or air assaulted that turn. You can also change how many movement points a unit has for that phase, the production status of production centers, how many turns off-line a Strategic AFB, Arms Center, Training Center, or Fortress is, and which sides of a Fortress are active.

5.0 Units Screen

The Units Screen allows you to edit counter types and create new counter types. Press the Pick Counter button, to pick which unit you want to edit. You can also use the Forward and Backward buttons to advance one by one through all the counter types. Press the New Counter button to create a new counter.

When editing an original counter type, not created by the player, you can only edit the offense (0..50), defense (0..50), and base movement (0..10) of the counter type. Original counter types are numbered 1 through 124. When you change an original counter type, you change every unit on the mapboard of that type. Thus, if you change a 3-4 Inf Div to a 4(3)5 Inf Div, then French, Greek, Belgium, and any other 3-4 Inf Divs become 4(3)5 Divs. Important Note: some original counter types have certain properties that cannot be edited. For example, German SS units, under the SS optional rule, are always German units of counter types 14-17. The ability of French 3-4 Inf Divs and Russian 1-4 Inf Div is also tied to those specific counters. Certain counter types require two MRs or IRs instead of one. Counter type 3, German 6-3 Inf Divs, are Security Divisions that can only attack partisans. These are just a few examples. We recommend that you only make such universal changes after considering what countries and units will be affected.

When creating a new counter type or editing a counter type previously created by a player, you can also edit the Unit Type, Size, and Battle Group information, and associate the counter with different nationalities. The Size of a counter type can be either Corps, Division, Brigade, Regiment, or Battle Group. The Battle Group button allows you to associate the counter with a battle group, or if the counter is already a battle group, to associate it with a full strength unit. Note, if you associate a full strength counter with a battle group, you should also associate the battle group counter with the full strength counter so that it can be rebuilt using IRs or MRs.

The Unit Types that can be selected are Artillery, Armor, Mech-Infantry, Cavalry, Mobile Supply, Paratrooper, Anti-Tank, Motorized Infantry, Infantry, Railroad Repair, Fortified, Fortification, Partisan, Fortress, Mountain, and Air-Landing. Fortified units double the defense strength of the strongest infantry, cavalry, or motorized infantry unit in the hex (such as French and Russian fortified divisions). Fortifications triple the defense strength of the strongest infantry, cavalry, or motorized infantry unit in the hex if the fortification has defense strength of zero. If a fortification has a defense strength, then it acts like the West Wall and just adds its defense strength to any attack against the hex. Fortresses are used in the game as Maginot Line and Liege hexes. They are created with all 6 sides active, but the Edit Game function can be used to activate or deactivate sides of any individual fortress unit. Partisan is for Partisan combat units—not Partisan Units or Cadres. The remaining counter types should be self-explanatory.

In order to use new counter types in both the game and the Scenario Editor, you need to associate the new counter type with countries. Click on the Associate w/Country button, and you will be given a list of all the available countries. Click on the radio buttons for the countries you wish to associate with that counter type. Press All or None to select all or none of the countries, and press Accept when you are done with your choices.

There is an absolute limit of 255 counter types total or 131 player created counter types. Counter types created cannot be deleted, but they can be disassociated with countries, and also edited creating a new counter type.

6.0 Political Status & Events Screen

This screen allows the user to edit the political status, surrender status, and just attacked status of each country, colony, and territory. A number of other political variables representing political events can also be changed. Finally, the user can activate certain political actions.

In the top right corner of the screen the name of a country, colony, or territory and its political status is displayed in a large box. By clicking on the Country button above the box, the user can select any country, colony, or territory. After making a selection, click on the status box to change the status of the political entity. Countries can either be Neutral, Pro-Axis, Pro-Allied, Axis, Allied, Axis Occupied, Axis Liberated, Allied Occupied, or Allied Liberated. Territories and colonies can either be Axis, Allied, or belong to any country. Whether or not a country has surrendered or just been attacked that turn, can be set by clicking on the Surrender and Just Attacked radio buttons. Countries that are Neutral (including Pro-Axis or Pro-Allied) are not active, and should never have their Surrender nor their Just Attacked radio buttons turned on. If a country is Axis or Allied Occupied or Liberated, it should have its surrender status button turned on. Germany and Italy cannot have their political status set to Allied, Axis Occupied, or Allied Liberated; the United Kingdom, the United States, France, and the U.S.S.R. cannot be Axis, Allied Occupied, or Axis Liberated. For more information about what these political terms mean and entail, see Rule 24.1, Political Status of Countries.

On the left side of the screen are a number of buttons that will change the following political variables: Political Points, Eliminated Finnish Units, Vichy: Ally Evacuate, Vichy:

Axis Evacuate, Poland: Axis Evacuate, Benelux Invasion Week, Benelux Invasion Cycle, Benelux Invasion Year, Suez Entered, Berlin Entered, Rome Entered, Factory Entered, Vichy Offered, Vichy Accepted, Axis in Egypt, Axis in French North Africa, German African Limit, Italian African Limit, German Economic Collapse, Ukraine Activated, Ukraine Nice, Axis Weather Preparation, Axis Attack Turkey, Allies Attack Turkey, German Albania/ Yugoslavia Entered, Greek Deployment, and Yugo Part Unit Formed. Most of these are self-explanatory. Benelux Invasion Year should be set to a number between 39 and 45 (representing the year of the invasion) if Germany has invaded Belgium, Netherlands, or Luxembourg. Axis Attack Turkey and Allies Attack Turkey affect player control of the Soviet Union when Turkey is not neutral under option 22, Russia & Turkey. If the Greek Deployment radio button is on it indicates that Greece has already deployed its war reinforcements. Factory Entered indicates a German Manufacturing Center has been entered by enemy units at one point already in the game.

On the right side of the screen the user can set the Player Turn to values 1 through 3, which corresponds to Axis, Allied, and Russian player turns respectively. The player can also turn the Russian Control radio button on or off. The Russian Control button allows the player to exercise limited control of Russia during peacetime from the beginning of the game. This is not part of the standard Computer **War in Europe** game, but an option the Scenario Editor allows. Note, selecting such an option will alter the balance and flow of the game. We recommend you read Rule 17.1, Control of Russia, before selecting this option.

Press the Political Actions button to Activate, Surrender, Occupy, or Liberate a country, or to Remove All Non-Neutral Units from the mapboard. The first four options will make the appropriate change to political points, remove surrendered units, change hex ownership of occupied political entities, and other changes associated with the action. The user will first be prompted to choose which power—Axis, Allied, or Russian—that the country is activating as an ally for, surrendering to, being occupied by, or being liberated by, and then choose the country the political action is to apply to. Remove All Non-Neutral Units from the mapboard is a useful function if you want to setup the mapboard from scratch, but you might want to use inventory first to get a list of all active units on the mapboard.

7.0 Axis Reinforcement Screen

This screen allows the user to set German and Italian IRs and MRs, Production Pts, Personnel Pts, Dead APs, U-Boats, Panzer Double (0..10), and +CRT (0 or 1), as well as altering German and Italian reinforcements, and German production options. Panzer Double is a production option that becomes available after France surrenders and the variable controls the number of German armor divisions that can be doubled or split.

The German Production and Italian Production windows allows the user to view and German and Italian reinforcements/builds for any cycle. Click on the Backward and Forward buttons to move backward and forward through the cycles. Click on the Del Build button to delete reinforcements from that cycle, and the Add Build button to add reinforcements to that cycle. Only counters that have been associated with Germany or Italy (see Units Screen) can be added as their reinforcements. Note, the German and Italian reinforcement windows have no effect on War in the East games. War in the East games have set Axis reinforcements that cannot be edited.

The German Buffer contains German units that have been received as reinforcements and not placed, and German units that have been removed as cadres and not been expended in the production process. To add units to the German Buffer, click on the Add Unit button. To delete units from the buffer, click on the unit you wish to delete.

Click on the German Production Options button, to create new German production options. The user can Add Build Option, Delete Build Option, Add Valid Cadre, or Delete

Valid Cadre. Add Build Option allows the user to create a new build option that the German player can use during production. The user chooses what counter the build option will produce by clicking on the Build button and selecting a unit. Only counters associated with Germany can be chosen. The user can also select a cadre in the same manner, but only counters already assigned to German production are available to be chosen. The production point and personnel point cost of the build may be adjusted, and how many cycles for the build to be completed set. The number of counters available for production can also be given a number, but remember this number represents all German units of this type that can be in existence on the mapboard or in production at any one time. To delete a build already created, select Delete Build Option under the German Production Options button. German Counterscan also be associated as German cadres by selecting Add Valid Cadre. Choose any counter that is not already a German cadre and it will be added as a valid German cadre. To remove a unit from the list of valid German cadres, select Delete Valid Cadre and then select the cadre you wish to remove from the list.

8.0 Allied Reinforcement Screen.

This screen allows the user to set: United Kingdom, United States, and French IRs and MRs; United Kingdom and United States Reinforce Cycle (8.. 91), Production Pts, Personnel Pts, and Dead APs; UK Air Crew Points and ASW (0..3); and U.S. Mobilization level (1..6). UK and U.S. Reinforce Cycle should be set to the cycle at which they last received reinforcements for. If they are receiving reinforcements at the historical rate, then it should be the current cycle. Thus, in 9/39 the Reinforce Cycle would be 9, and in 5/40 it would be 18 (5 + 13). The formula for this 3D cycle + ((year - 39) * 13). ASW indicates the number of times that year that the Allied Player has engaged in Anti Submarine Warfare under option 5. Production Points, Personnel Points, Dead APs, Air Crew, and U.S. Mobilization level all are for the Allied Production option, see Rule 31.0.

The United Kingdom, United Kingdom Suez, French, and the United States Production windows allow the user to view and U.S., UK, and French reinforcements for any cycle. Click on the Backward and Forward buttons to move backward and forward through the cycles. Click on the Del Build button to delete reinforcements from that cycle, and the Add Build button to add reinforcements to that cycle. Only counters that have been associated with the country (see Units Screen) can be added as its reinforcements. UK Suez production are units that will be received in Suez. These units are not effected by the U-Boat under the basic rules, and under the Allied Production option are not part of the UK production. The UK and the USA receive automatic reinforcements after 5/45 in the pattern of the three previous historical cycles reinforcements. France also receives automatic reinforcements after 8/40. These automatic reinforcements do not show up in the reinforcement windows and cannot be edited, although they can be supplemented by adding reinforcements in the production windows for those cycles.

Click on the UK or USA Production Options button, to create new UK or USA production options. The user can Add Build Option, Delete Build Option, Add Valid Cadre, or Delete Valid Cadre. Add Build Option allows the user to create a new build option that the Allied player can use during production. The user chooses what counter the build option will produce by clicking on the Build button and selecting a unit. Only counters associated with the country can be chosen. The user can also select a cadre in the same manner, but only counters already assigned to the production of the country are available. The production point and personnel point cost of the build may be adjusted, and how many cycles for the build to be completed can be set. The number of counters available for production can also be given a number, but remember this number represents all units of this type and nationality that can be in existence on the mapboard or in production at any one time. To delete a build already

created, select Delete Build Option under the Production Options button. Counters can also be associated as cadres by selecting Add Valid Cadre. Choose any counter that is not already a cadre of that country and it will be added as a valid cadre To remove a unit from the list of valid cadres, select Delete Valid Cadre and then select the cadre you wish to remove from the list. UK and USA Production Options only come into play when using the Allied Production option.

9.0 Russian Reinforcement Screen

This screen allows the user to set Russian Arms Points, Personnel Pts, Dead APs, Resource Centers, Eliminated Units, Mobilization (0..3), Cycle Entry (8..91), and Week Entry (0..4). Eliminated Units indicates how many Russian units have been eliminated so far and impact on disruption of Russian production. Mobilization indicates the status of Russian war deployment of 1-4 Inf Divs during its first three turns of war. It should be set to 3 before Russia has experienced its first player turn while at war, and decreased by one (until 0) for each turn after that. Cycle Entry indicates what cycle Russia entered the war, but starts counting cycles beginning in 1/39. Thus, in 7/41 the Cycle Entry would be 33, because there were 26 total cycles in 1939 and 1940, and 7 cycles in 1941, and 7 + 26 3D 33. The formula is: cycle + ((year - 39) * 13). Cycle Week Entry is simply the week in the cycle—1 through 4 —when Russia enters the war.

The Russian Production window allows the user to view and edit Russian reinforcements for any cycle. Click on the Backward and Forward buttons to move backward and forward through the cycles. Click on the Del Build button to delete reinforcements from that cycle, and the Add Build button to add reinforcements to that cycle. Only counters that have been associated with the country (see Units Screen) can be added as its reinforcements. Russian production when under computer control does not appear in the Russian Production window and cannot be edited.

The Russian Buffer contains Soviet units that have been received as reinforcements and not placed, and Soviet units that have been removed as cadres and not yet been expended in the production process. The Siberia Buffer contains Soviet units and production centers that have been placed or moved to Siberia. To add units to either Buffer, click on the Add Unit button. To delete units from the buffer, click on the unit you wish to delete.

Click on the Soviet Production Options button, to create new Soviet production options. The user can Add Build Option, Delete Build Option, Add Valid Cadre, or Delete Valid Cadre. Add Build Option allows the user to create a new build option that the Russian player can use during production. The user chooses what counter the build option will produce by clicking on the Build button and selecting a unit. Only counters associated with the country c an be chosen. The user can also select a cadre in the same manner, but only counters already assigned to the production of the country are available. The arms point and personnel point cost of the build may be adjusted, and how many cycles for the build to be completed can be set. The number of counters available for production can also be given a number, but remember this number represents all units of this type and nationality that can be in existence on the mapboard or in production at any one time. To delete a build already created, select Delete Build Option under the Production Options button. Counters can also be associated as cadres by selecting Add Valid Cadre. Choose any counter that is not already a cadre of that country and it will be added as a valid cadre To remove a unit from the list of valid cadres, select Delete Valid Cadre and then select the cadre you wish to remove from the list.

10.0 Air Screens

These screens allows the user to edit the air forces of the billigerents and their combat status. At the top of the screen the user can set the nationality of the three Wings in each sides fronts. A Wing is simply the name for the three rows of APs listed in each front by nationality. We recommend that in the Axis Air Screen, the 1st Wing always remain German, and that the 2nd Wing should be set to Italian if active, and in the Allied Air Screen, the first Wing should be UK (if still active), and the 2nd Wing either be France of USA if either is active. The Russian's only have one Wing which is always set to Russian. Setting a Wing to neutral means that there is no country to occupy it. The user can also edit how of each Wing Countries APs are unassigned (not assigned to any of the three fronts). The number of ATPs not assigned to any front can also be adjusted at the top of the screen.

At the bottom of the screen is the front window. To change which front is displayed, click on the Select Front button, and select either West, East or South Fronts. In each front you can assign APs to each Wing Country under one of the five missions: Air Superiority, Air-Ground, Air-Sea, Transfer, and Unassigned. You can also select the number of ATPs assigned to each front. Click on the Superiority box to set which side (Axis, Allied, or Russia) has air superiority, or if no one has air superiority, select Neutral. Click on the Air Supremacy radio button to turn on/off the air supremacy status of the side that has Air Superiority. For example, if you are in the West Front of the Axis Air Screen, and want the Allies to have Air Supremacy, set Air Superiority to Allied and turn on the Supremacy radio button. (This will also change the same information in the Allied and Russian West Front boxes.) Air Attrition allows you to set the number of APs in that front that were available offensively so far that cycle for Air Attrition. You can also set how many ATPs are recycling and at what point they are in the process—Recycle 1 ATPs will be ready next turn and Recycle 4 will be ready in 4 turns. Click on the Wing radio button to activate or deactivate a Wing in a particular front. To add an airborne unit to the Front, click on Add Airborne and select the airborne unit and its readiness. To delete an airborne unit, just click on it.

11.0 Navy Screen

This screen allows the scenario designer to edit the naval assets of the various navies and to add or delete navies by using the Add Fleet and Remove Fleet buttons. We do not recommend you use Add Fleet or Remove Fleet. Instead, use the political functions in the Political Status & Events Screen (see 6.0) to effect Surrenders, Occupations, and Activations, which will then automatically adjust the status of the corresponding navies. However, we provide this ability to give the user greater control. One example where it would be useful, is if the user wishes to create a 1943 scenario in which Leningrad had capitulated long ago, he could then use Remove Fleet to remove the Russian Baltic fleet. Note, that you can set the owner of the Russian Black Sea (Russia or Axis) and the French Fleet (France or Vichy). If the Russian Black Sea fleet is set to Axis, its naval transport points should be reduced to one. The German and Allied navies have Recycle 1 through Recycle 9 in order to set how many Amphibious points are being recycled and how along they are in the process (Recycle 9 has nine weeks until recycled).

12.0 Strategic Bombing Screen

The left side of this screen allows you to edit the Accuracy level for Allied bombing, the number of Unassigned Escorts and Unassigned Bombers (not assigned to any Strategic Bombing Base), and how many bombers are being recycled and the number of cycles until recycled (Recycle 10 indicates 10 cycles until those bombers are recycled). In the right side of the screen the user can set the number of Axis Interceptors assigned to each of the three Fronts.

In the center of the screen you can edit the three Allied Strategic Bombing Bases. The Valid radio button for each Base determines whether the Base is active or not. The player can set the number of Bombers and Escorts assigned to a particular Base. You must also set the Base coordinates (HX, HY) for each active Base. To set the coordinates for a Base, go to the mapboard and use the Find Unit function to find a Base. Note the hex number of the Base, which is displayed in the Hex Display window, and then convert the hex coordinates to global coordinates. For example, if the hex number is B2833, then the hex is in map B, with an X value of 28, and a Y value of 33. To convert these numbers to global coordinates, add the following numbers to the X and Y value as per the map:

Map A X+0, Y+34
Map B X+38, Y+0
Map C X+38, Y+33
Map D X+38, Y+66
Map E X+38, Y+99
Map F X+98, Y+0
Map G X+98, Y+33
Map H X+98, Y+66
Map J X+98, Y+99

Thus, in the above example the global coordinates would be HX 3D66, HY 3D 33 for hex number B2833.

13.0 Production Centers Screen

This screen allows the user to set the status of German Manufacturing Centers, UK Manufacturing Centers, and Resource Centers. The status of all the centers is a number ranging from 0 to 6 and having the following meaning:

0	Functional
1	Manufacturing Hit
2	Resource Center Hit
3	Transportation Hit (Russia: Off-line 1)
4	Off-line 1 (Russia: Off-line 2)
5	Off-line 2 (Russia: Off-line 3)
6	Ground Damaged

Note, that even if a Center is functional, it will still have to trace a rail connection to Germany for Germany to use it, and to Siberia for Russia to use it. Manufacturing and Resource Hits should also be registered on the actual Center counter in the mapboard—use the Edit Game function to edit the Center on the mapboard. Transportation Hits need to be added to the hex using the Edit Game function to add a Transportation Hit counter. Resource Centers can be used by either Russia or Germany. A captured Center should be set to Ground Damaged, unless the Center was rebuilt since it was captured. Centers in the process of being rebuilt are set to Off-line 1 or Off-line 2. Russia needs 3 cycles to rebuild Resource Centers rather than 2, and therefore for Russian owned c enters only, 3 corresponds to Off-line 1, 4 to Off-line 2, and 5 to Off-line 3.

14.0 Dead Units Screen

This screen allows the user to edit the eliminated units of France, Italy, Turkey, and Spain. Each of these four countries has its own buffer window. Each buffer contains units that have been eliminated and can thereafter be received as reinforcements. To add units to a Buffer, click on the Add Unit button. To delete units from a Buffer, click on the unit you wish to delete.

15.0 General Buffer & USA Buffer Screen

This screen allows the user to edit the General Buffer and USA Buffer. To add units to a Buffer, click on the Add Unit button. To delete units fro m a Buffer, click on the unit you wish to delete. The General Buffer serves many functions. All non-German and non-Russian reinforcements are placed in the General Buffer awaiting placement during the owning player reinforcement phase or cycle. Thus, if Greece had been attacked by Germany, and the Allies had not yet placed Greece's war deployment, the units would be waiting in the General Buffer. The UK also uses the General Buffer to store all units it has re moved as cadres for the production process under the Allied Production option. Also under the Allied Production option, the USA uses the General Buffer for all reinforcements transported to Europe with Sea Lift, but not yet placed on the mapboard. The USA Buffer is used for American reinforcements that have been received in the USA, but not yet Sea Lifted to Europe.

16.0 Copyright Information & Scenario Files

Computer **War in Europe** is the property of Decision Games, P.O. Box 4049, Lancaster, CA 93539-4049, e-mail: DecisionGI@AOL.COM. The computer version, adapted from the original board game, was designed and programmed by Gregory Ploussios

Decision Games authorizes licensed owners of Computer **War in Europe** to create Scenario Files (Player Scenario Files) for their own use using the Scenario Editor. Further, as long as no price is charged nor any consideration received, these Player Scenario Files may be copied, transmitted, and distributed to others, and may be posted for downloading on the Internet or any electronic bulletin board. Decision Games reserves the sole right to make commercial use of any scenario files created with the Scenario Editor.

Credits

Decision Games' **Computer War in Europe**, a program by Greg Ploussios, is a computer adaptation of the original board game (SPI) **War in Europe**.

Program Design & Programming:	Gregory J. Ploussios
Production & Marketing:	Christopher Cummins & Callie Cummins
Quality Assurance:	John S. Hess
Photos & Churchill speech:	Archive Graphics
Mars Theme:	Jack Hines
Original Board Game:	James F. Dunnigan, Ira B. Hardy, Redmond A. Simonsen, Tom Walczyk, Edward Curran, & Steve Bettum.

Computer **War in Europe** was written using Borland Pascal with Objects 7.0; Diamondware's STK toolkit was used to provide sound support. 35.0 Game Support and Updates.

Computer **War in Europe** is the property of Decision Games, P.O. Box 4049, Lancaster, CA 93539-4049, e-mail: DecisionGI@AOL.COM. Please contact Decision Games with any questions about the installation or play of the game at the above address or by e-mail.

The **War in Europe** mailing list is an independent e-mail group that discusses both the computer and board game versions of **War in Europe**. There is an online, www accessible archive of the list at www.halisp.net/listserv/warineur. To participate you must subscribe to the list from the e-mail address that you will use to contact the list. To subscribe send e-mail to either:

warineur-request@halisp.net   or

warineur-digest-request@halisp.net (digest version) and put the single word 'subscribe' in the message body. Leave the subject line blank and disable any signature bloc. You will receive an info packet as confirmation of your subscription.

Any updates will be posted on the Internet at one or all of the following locations:

www.Grognard.com

www.DecisionGames.com

Installation Instructions

Put Install Disk 1 into the disk drive and run or enter "Install."

War In Europe requires at least 5 MB of RAM, approximately 8 MB of space on a hard drive, VGA monitor and video card, Microsoft compatible mouse and keyboard, and a 486 processor. A Soundblaster or 100% compatible Soundblaster sound card is required for sound. **War In Europe** is written for the MS-DOS operating system, but will also operate in Windows 95 or a Windows 3.x DOS box.

To play **War In Europe**, enter "WW2" at the WIE directory prompt. If you do not have a sound card, or your sound card has a conflict with **War In Europe**, start the game by entering "WW" and the sound portion of the game will not be loaded.

To play **War In Europe** out of Windows 95, create a Short Cut to "ww2.bat." Make sure the Short Cut's memory is set to automatic and that the Working Directory is the War In Europe source directory. To play **War In Europe** in Windows 3.x, you must create a PIF file giving War In Europe at least 5 MB of RAM and set up "ww2.ico" as the icon linked to "ww2.bat." **War In Europe** will run noticably slower under Windows 3.x.

To create a PIF file Windows 3.x follow these instructions or refer to Windows 3.x documentation:

(1) Go to the MAIN group (or whaever group you have the program PIF Editor in) and double-click on the PIF Editor to start it;

(2) Enter the name of the program in the "Program Filename" text box ("WW2.BAT" or, if you do not want to load sound, "WW.EXE");

(3) Enter the window name in "Window Title" or leave it blank.

(4) Skip the "Optional Parameters."

(5) Enter the full path in "Startup Directory" (i.e., "E:\games\wie").

(6) Video memory is a radio button, with options for Text, Low Graphics and High Graphics. Set to High Graphics.

(7) Memory Requirements: KB Required and Desired should be 640.

(8) EMS Memory should be 0 Required and 1024 Desired.

(9) XMS Memory should be 5120 Required and Desired.

(10) Display Usage should be Full Screen.

(11) Click on "Advanced."

(12) The only things to change on this screen are "Display Options." NO BOXES should be checked for "Monitor Ports" (if you do, it'll slow down to molasses-like speed). "Retain Video Memory" should be checked. This will allow switching to/from Windows.

(13) Click on OK to return to the main screen. (14) Click on File|Exit. You will be prompted to save the file. Name the file WW2.PIF and save it.

To create an icon for Windows 3.x do the following:

1) Go to Program Manager. Make sure the Program Manager group you want the icon in is open and highlighted.

2) Select File|New

3) Select "New Program Item" from the dialog box.

4) Another box is displayed. Enter the name for the icon in the first text box. The full path to the program goes into the second text box (e.g., "C:\games\wie\ww2.bat"). The Working directory should be the same without the actual program name.

5) Click on OK.